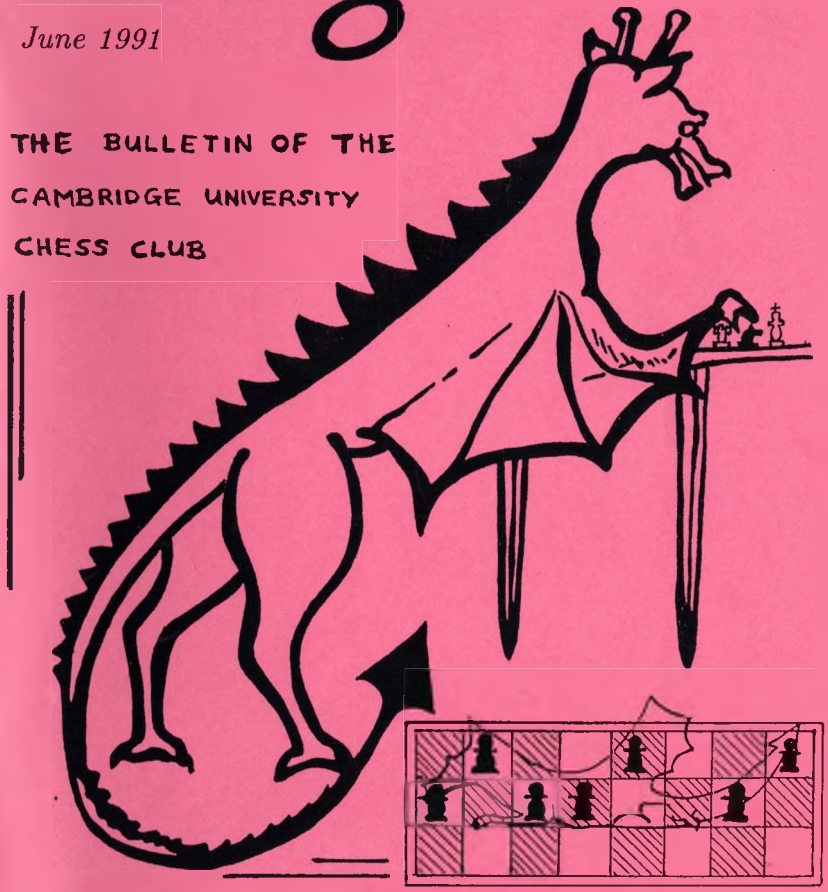
dragon

June 1991

THE BULLETIN OF THE
CAMBRIDGE UNIVERSITY
CHESS CLUB



Volume 25 Issue 76 May 1991

Dragon

Contents

1	Contents	
2	Editorial	John Wilson, Steve Rix
3	Presidential Proclamation	Jim Totty
4	College League Tables	Ian Gooding
5	Cuppers Report	John Wilson
7	Captaining Chess Teams	Phil Crocker
8	BUPCA1 Report	Phil Crocker
11	BUPCA2 Report	Ian Gooding et al
14	The Things You Have To Do	Steve Foister
16	A Game o' Two Halves, Brian	Peter Wells
18	Feminist Chess Openings	Sarah Young
19	Another Korka from Koopa	Jonathan Manley
20	Swindle of a Lifetime	Mark Thornton
21	Excellent Game	Gary Callan
	Cute Hack	Phil Crocker
22	Great Queen Traps of our Time	Sarah Young
23	A Bird in the Hand	John Wilson
24	Yet More Disreputable Chess Openings	Stephen Lovell
26	April Fool	John Wilson
28	Maiming the Sämisch	Stephen Cook
	Treasurer's Report	Jim Totty
29	Winning With the von Hennig Schara	Sarah Young
30	Losing With the Andrew Martin	'King's Indian'
32	I Fought the Law	Philip Fallon
35	Four-Handed Chess	Jim Totty
36	Master-Lee Class II	Dave Lee
38	Mestellany	Jonathan Mestel
39	White Knights in Fatin	Prabha Rajendra
40	The Concept of Progress	Steve Foister
41	The Official World Championship	Gary Callan
42	A Knight at a Time	Philip Best
43	The Case of the Errant Knight	Mark Thornton
44	CUCC Constitution	

Editorial

by John Wilson and Steve Rix

Those of you who had the foresight to attend the CUCC Annual Dinner last term will no doubt recall the rousing speech made by ex–potentate Pete Webster. His words were few, but well chosen, as he got so carried away by the emotion of the occasion that he forgot to consult his pile of notes on the table. Anyone who succeeded in piecing together the bits between the pauses would have realised that here was a man whose vision of Cambridge chess was clear. In the good old days, when Cambridge dominated the national chess scene, the leading players had ambitions to succeed at the highest level, and the rest improved by trying to follow their example. Now, internal politics and the College League seem to have taken over our hearts and minds. We should start to look outwards rather than in, to work together rather than against one another. And seeing as he's the only CUCC president in living memory to have brought home the Pugh Cup, maybe he's got a point.

We all know that the general standard of chess in this country has improved enormously in the last twenty years, and to such an extent that it would be unrealistic for us to expect to repeat our former successes, but the fact remains that we have become satisfied with too little. This year, we have lost the Varsity match, lost the beer–stained BU(P)CA board, and been ejected at an early stage of the National Clubs' Championship. The only county matches we win are those in which our opponents can only rustle up fifteen players. Of course, having a few potential Grandmasters would help, but failing that, we will have to learn to help ourselves. Spending a whole Saturday playing a match away to Sussex may seem like a waste of time to some, but if we could field our strongest team, the result might make it worthwhile. The county matches give us the chance to play much stronger opposition than we have in the College League, and so give us the chance to improve. And if we have a broad base of improving players in the club, it's good for everyone.

To prove that the edifice has not quite crumbled yet, your toiling editors have compiled 44 fun–packed pages, oozing with the cream of Cambridge's latest chess exploits. Some diligent readers will notice a few theoretical novelties in this issue, in particular the eagerly–awaited double–column format and computerised diagrams: profuse thanks for the TEXnical help offered by Robert Hunt (who sorted out the double–columns) and George Russell, who spent many hours investigating an international TEX archive and the chess fonts it contained. The articles by Jonathan Manley and Dr Jonathan Mestel in this *Dragon* illustrate the new look format which will be used exclusively in the next two issues at least, unless we are deafened by howls of protest. Also for your delectation, we have introduced paragraphs, (a few) non–spurious editorial insertions, and even more typefaces, our favourite being the Cyrillic, which has given us hours of harmless amusement, and will be completely unintelligible to most readers. We have done our best to eradicate gratuitous uses of words like 'hack' and 'probably', in order to fill the space saved with a couple more articles. If our humble efforts still fail to impress you, why not raise the tone by writing an article yourself? It is rarely painful, and looks wonderful on your CV.

Finally, we would like to wish a full and speedy recovery to Jonathan Mestel, who is fortunately on the mend after a serious road accident in London last week.

Symbols

+-/-+	—	White/Black has a winning advantage
=	—	The game is level
+= / =+	—	White/Black has a slight advantage
± / ∓	—	White/Black has a clear advantage
+− / −+	—	White/Black has a winning advantage
∞	—	Unclear
!? / ?!	—	Interesting/Dubious move
! / !!	—	Good/very good move
? / ??	—	Bad/very bad move
□	—	The only move
△	—	Intending

El Presidente Speaks

by Jim Totty

A funny thing happened to me on the way to Catz bar the other night. I think I took a wrong turning, because I ended up in a room full of strange people, with no drinkies anywhere. It must have been some sort of secret society though, as they soon asked me to leave. Imagine my surprise, therefore, when one of their number popped his head around the door, summoned me back inside and asked me to be their President! I rushed round to buy the Sainsbury's Generalissimo kit (200 yards of gold braid, 17 milk bottle tops, and a pair of 10 inch epaulettes), and after being sworn in with a copy of BCO2, they left me in charge. How strange.

To money now *(What else have you been toasting? — Ed)*, and CUCC will have new BCF registration cards soon. If you are or hope to be playing in tournaments this year, and are not already registered with a club at home, can you let me know as soon as possible, and I will issue you with a card when we get them from Cambridgeshire Chess Association in June. It is likely that there will only be a limited number available.

The County team won three matches and lost four this year, but we were lucky to do this well. It will be crucial for all the 160+ players to turn out for important matches in the 1991-2 season, and if Varsity team selections prove difficult, I will be looking hardest at those players who seem the most committed and enthusiastic.

On a less serious note, we have received a challenge from the Insurance Chess Club for a match of four-handed chess next March. The game looks mind-bogglingly difficult — turn to my article on Page 35 for a brief introduction — so we will all be beginners.

Following the sale of Pergamon recently, I imagine that most of British chess will be scrabbling around trying to get money out of the new owners. Perhaps we will see fewer unctious references to *The European* in CHESS magazine. The arguments will go on about whether it is healthy to have Britain's leading chess magazine in such a condition, or whether it is naïve to think it could ever be otherwise. But Barry Wood seemed to manage it ...

Finally, I leave you with a list of the new committee. For the rest of this term, I can be found at H4 New Court, Trinity College, if anyone has any questions, problems, suggestions, negatives, letter bombs, etc. Remember, ***Mi Hobnob es su Hobnob.*** We'll be at the Societies' Fair on October 8th-9th, so come along to say hello and feel free to bring food, cups of coffee, new members and amphibious landing craft.

Adios amigos,

Jim

President	James Totty	Trinity
Vice President	Ian Gooding	Downing
Publicity Officers	Steven Rix	Trinity
	Jonathan Wilson	Trinity
Senior Treasurer	Dr. N.C.Pyper	Fitzwilliam
Junior Treasurer	Stephen Cook	Trinity
Match Secretary	Chris Howell	Peterhouse
Social Secretary	Steve Foister	St. Catharine's
Librarian	Natasha Regan	King's
Tournament Secretary	Amit Gupta	Peterhouse
Club Secretary	Philip Best	Downing

People ask me how I do it
And I say 'There's nothing to it,
You just stand there looking cute,
And when something moves, you shoot!'
Tom Lehrer

Cambridge University Chess League 1990–1

from Andrew Cooper
and Ian Gooding

Division 1

		Tr1	Pet	Tr2	Fiz	Tr3	StJ	StC	Dow	Que	Total	+	=	−
1	Trinity I	xx	2	4½	4	4	4½	3½	4	4	30½	7	0	1
2	Peterhouse I	3	xx	3	2½	3	3	3	4½	4½	26½	7	1	0
3	Trinity II	½	2	xx	2½	3½	3½	4½	3.5	4	24	5	1	2
4	Fitzwilliam I	1	2½	2½	xx	3	2½	3½	4½	3½	23	4	3	1
5	Trinity III	1	2	1½	2	xx	2½	3½	3	5	20½	3	1	4
6	St. John's I	½	2	1½	2½	2½	xx	2½	2	3½	17	1	3	4
7	St. Catz I	1½	2	½	1½	1½	2½	xx	4	2	15½	1	2	5
8	Downing I	1	½	1½	½	2	3	1	xx	2	11½	1	0	7
9	*Queens' I*	0	½	1	1½	0	1½	2	3	xx	9½	1	1	6
10	*Caius I*													

Division 2

		Kin	Dar	Chu	Tr4	Jes	Ema	Rob	Chr	Total	%	+	=	−
1	**King's I**	xx	3	3½	3	3½	3	5	5	26	74	7	0	0
2	**Darwin I**	2	xx	3	3	3	4½	4½	3½	23½	67	6	0	1
3	Churchill I	½	2	xx	3½	4	3	4	4	21½	60	5	0	2
4	Trinity IV	2	2	1½	xx	3½	3	3½	3	18½	53	4	0	3
5	Jesus I	1½	2	1	1½	xx	0	3	5	14	40	2	1	4
6	Emmanuel I	2	½	2	2	0	xx	4	3	13½	39	2	1	4
7	Robinson I	0	½	1	1½	2	1	xx	4½	10½	30	1	0	6
8	*Christ's I*	0	1½	1	1	0	2	½	xx	6	17	0	0	7
9	*Clare I*													
10	*Clare II*													

Division 3

		Tri	Fiz	StJ	Sel	TH	Que	Total	%	+	=	−
1	**Trinity V**	xx	3	3½	3½	3½	5	18½	74	5	0	0
2	**Fitzwilliam II**	1	xx	3½	3	1	5	13½	54	3	0	2
3	**St. John's II**	1½	1½	xx	4	3½	3	13½	54	3	0	2
4	Selwyn I	1½	2	1	xx	3½	3½	11½	46	2	0	3
5	Trinity Hall I	1½	2	1½	1½	xx	0	6½	26	0	1	4
6	*Queens' II*	0	0	2	1½	0	xx	3½	14	0	1	4
7	*Corpus I*											
8	*Sidney I*											

Division 4

		Pem	Tri	Fiz	Chr	Kin	Pet	Mag	Total	%	+	=	−
1	**Pembroke I**	xx	4½	5	3½	5	4½	3	25½	85	6	0	0
2	**Trinity VI**	½	xx	2½	4½	1½	3½	5	17½	58	3	1	2
3	**Fitzwilliam III**	0	2½	xx	2½	1½	4	3½	14	47	2	2	2
4	Christ's II	1½	½	2½	xx	3	4	1½	13	43	2	1	3
5	King's II	0	3½	3½	2	xx	3	0	12	40	3	1	2
6	Peterhouse II	½	1½	1	1	2	xx	3	9	30	1	0	5
7	*Magdalene I*	0	0	1½	3½	0	2	xx	7	23	1	1	4
8	*St. Catharine's II*												

Bold teams promoted, *Italic teams relegated.*

Division 5

	Tr7	Chu	Pet	StJ	Tr8	Sel	Fiz	Total	%	+	=	−
1 **Trinity VII**	xx	1	1½	3½	3½	4	5	18½	62	4	0	2
2 **Churchill II**	4	xx	3½	3½	4	0	3	18	60	5	1	0
3 Peterhouse III	3½	1½	xx	2	2	2½	5	16½	55	2	1	3
4 St. John's III	1½	½	3	xx	2	3½	4	14½	48	3	0	3
5 Trinity VIII	1½	1	3	3	xx	2	3	13½	45	3	0	3
6 Selwyn II	1	0	2½	1½	3	xx	3½	11½	38	2	2	2
7 Fitzwilliam IV	0	2	0	1	2	1½	xx	6½	22	0	0	6
8 *Downing II*												
9 *Trinity Hall II*												

Division 6

	Pem	Rob	Sl3	Que	Sl4	T10	Tr9	Total	%	+	=	−
1 **Pembroke II**	xx	3	3	3	4	5	3	21	70	6	0	0
2 **Robinson II**	2	xx	3	2	4½	3	4	18½	62	4	0	2
3 Selwyn III	2	2	xx	1	3½	2½	4	15	50	2	1	3
4 Queens' III	2	3	4	xx	0	4	0	13	43	3	1	2
5 Selwyn IV	1	½	1½	4	xx	3	2	12	40	2	0	4
6 Trinity X	0	2	2½	1	2	xx	4	11½	38	1	1	4
7 Trinity IX	2	1	1	0	3	1	xx	8	27	1	1	4
8 Fitzwilliam V												

Cuppers Final

by John Wilson

This year's Cuppers final featured the now traditional contest between the two finest college teams in Cambridge, namely Trinity I and Trinity II. Trinity I's inability to win Cuppers nearly manifested itself as early as the semi-final, when we only beat King's on board count, while the second team had smoothly crunched John's, Tit Hall and Emma on their way to the final.

Trinity I were without Gerard Thompson (doing maths and playing bridge) and Tom Vout (off form), who were replaced by Steve '½ out of 6' Rix and Karsten 'random hacker' Bücker. The effect of these substitutions can be seen from the scores on the doors below.

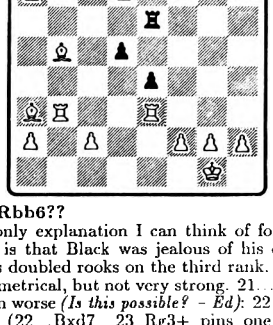
Trinity I		Trinity II
1 J.Wilson(b)	½– ½	J.D.Lee
2 B.Pell	½– ½	D.Johnson
3 S.Rix	0 – 1	D.Kkais
4 A.Watkin-Jones	½– ½	A.Wilson
5 K.Bücker	0 – 1	M.Grosche

In view of the AGM's decision a few days later to enforce the rule that all five boards of a Cuppers match should be played on the same night, board 4 may well have made history by being the last Cuppers game ever(?) to be played in advance of the rest of the match. Rightly anticipating a Caro-Kann, both players sought advice from me beforehand, but since neither player heeded it, a draw resulted.

The rest of the match took place the following night, and Trinity II took an early lead by means of the positional masterpiece below. Dave Lee tried to hack me off to complete his rout of the division 1 top boards, but could not break through my trusty Caro-Kann (a popular opening in my family, as you may have noticed). Barney had some advantage in his game, which curiously dematerialised in his customary time trouble. The last game to finish was also the silliest: Karsten's unusual assessment of the relative values of his pieces this time led him to sacrifice his queen for two minor pieces. Unfortunately his enterprise was rewarded by checkmate being delivered to his king, with his opponent's flag hanging on just long enough.

□ **D.Kkais**
■ **S.Rix**
Sicilian Four Knights

1 e4 c5
Black fears a theory hack in the Alekhine (no umlaut), and returns to the opening he gave up last year, only to be reminded why he gave it up in the first place.
2 Nf3 e6 3 d4 cd 4 Nxd4 Nf6 5 Nc3 Nc6 6 Bc4
Normal is 6 Ndb5, when Black can choose between a Sveshnikov with 6...d6 7 Bf4 e5 8 Bg5, or the more Rixian 6...Bb4. According to SJLR1, 6...Bb4 7 Bf4 Nxe4 8 Nc7+ Kf8 9 Qd3 d5 is dubious for Black, but this does not seem to stop him playing it. BCO also mentions 6 Be2, 6 Be3, 6 Bg5!?, 6 g3 and 6 Nxc6, but White has his own ideas.
6...Bb4
The usual response to anything other than 6 Ndb5 or 6 a3, as played in D.Bronstein–S.Rix, simul 1989 (1–0, 20ish). I played this system extensively as Black for about 7 years, until I gave it up after BUCA 1990. If White plays sensibly, Black can easily get a crap ending which needs to be defended very accurately (SJLR).
7 O–O Bxc3 8 bc Nxe4 9 Qg4
9 Bd3 would transpose to a BCO line, which continues 9...d5 10 Ba3 Nxd4 11 cd Qa5 12 Qc1 Bd7 13 Rb1 Bc6 14 Bb4 Qc7 15 Qa3 a5 16 Bxe4 de 17 c4 f6 18 Bd6 Qd7 ∞ Geller–Khasin, USSR 1961.
9...d5 10 Nxc6 bc 11 Qxg7 Qf6 12 Qxf6 Nxf6
White has regained his pawn, and his bishop pair, dark square control and the non-obvious nature of a decent plan for Black add up to reasonable compensation for his weak pawns.
13 Bd3 O–O
Maybe Black should try 13...Kd7!?, e.g. 14 Ba3 (14 Bf4 Nc8!?Δ...f6, ...c5) e5 15 Rfe1 e4 16 Bf1 Kc7 17 Rab1 Be6∞. (The king is vulnerable to attack up the g–file here, and is also far removed from the queenside, where it could perform useful defensive tasks. 13...e5? 14 Re1 e4 15 f3 Bf5 16 Bg5! – SJLR).
14 Ba3 Re8 15 Rab1 e5 16 Rfe1 Nd7?!
16...e4 is a bit better.
(It is difficult for Black to move anything, e.g. 16...Bg4 is met by 17 Rb7 – SJLR).
17 c4 e4
17...d4 fails to 18 Bc4 Re6 (the grovelling 18...Nb8 runs into 19 Bd6) 19 Bf5 Re8 20 Bd6 f6 21 Be4.
18 cd cd 19 Bb5 Re6
19...Rb8 20 Bc6 Rxb1 21 Rxb1 Re5 22 Rd1 Nb6 (22...Nf6 23 Bb2 Re6 24 Bxd5 Nxd5 25 Rxd5+...) 23 Bc5 Re6 24 Bxd5. (Black must watch for Rg3+ Kh8; Bb2+ ideas, hence the prophylactic 19...Re6 – SJLR).
20 Re3 Rb8
20...d4 (hoping for 21 Rxe4?? Rxe4 22 Bc6 Rb8!! –+) is met by 21 Rg3+ Kh8 (21...Rg6 22 Rxg6+ hg 23 Bc6) 22 Bc4 Rf6 23 Bd5.
21 Rbb3
21...a6 would now be fine for Black, but having poisoned his brain by eating Sainsbury's muesli for breakfast, he had little chance of finding this deeply concealed resource. Instead, he produces an extremely sad move.



21...Rbb6??
The only explanation I can think of for this move is that Black was jealous of his opponent's doubled rooks on the third rank. (Symmetrical, but not very strong. 21...Reb6 is even worse *(Is this possible? – Ed)*: 22 Bxd7 Rxb3 (22...Bxd7 23 Rg3+ pins one rook to the other) 23 ab Bxd7 24 Rg3+ mating. 21...f5 (my usual reaction to any difficulty) narrowly fails to 22 Bxd7 Rxb3 (plan) 23 Bxe6+. 21...h6 should stop Black getting mated, and I can't see much wrong with 21...a6 22 Bxd7 Rxb3 23 Rxb3 Bxd7 24 Rb8+ Kg7 – SJLR).
22 Rec3
'Xc8, d7' – reader's voice.
(Now Black must lose a piece – SJLR).
22...Re8 23 Rc7! Rd8 24 Be7 1–0
24...Re8 25 Bxd7 +–. Steve '½ out of 7' Rix gives up in a huff.

□ **J.D.Lee** *Caro–Kann*
■ **J.Wilson**
1 e4 c6 2 d4 d5 3 Nc3 de 4 Nxe4 Nd7 5 Nf3 Ngf6 6 Nxf6+ Nxf6 7 Be2 Bg4 8 O–O e6 9 c3 Be7 10 Ne5 Bxe2 11 Qxe2 O–O 12 Rd1 Qc7 13 Rd3 c5 14 Rg3 Rfd8 15 Bh6 Bf8 16 dc Qxc5 17 Re1 Qc7 18 Qf3 Ne8 19 Ng4 Qe7 20 Qf4 f6 21 Ne3 e5 22 Qg4 Kh8 23 Nf5 Qf7 24 Be3 Nd6 25 Rh3 Nxf5 26 Qxf5 g6 27 Qe4 Bg7 28 Qh4 Bf8 29 Qe4 ½–½

Captaining Chess Teams In Cambridge DCLCXI — The Movie

by Philip Crocker

Dedicated to etchers the world over.

In which the reader is offered the 'Ten Commandments' of the CUCC Presidency, and Totbits essays a Modern Benoni.

(1) Don't take advice from former Presidents — they're probably even more clueless than yourself.

(2) Don't do it for the CV points. In tests, 8 out of 10 firms said they preferred not to employ CUCC Presidents.

(3) Don't expect to win many games yourself. Keeping an eye on 20 games simultaneously, claiming defaults, finding working clocks and general minibus-induced stress all tend to reduce concentration levels. At least, that's my excuse for missing several wins ...*(What's his excuse for being verbose though? — Ed)*

(4) Don't expect anything other than a barrage of complaints for your concept of a fair board order.

(5) Beware the 'Ten Signatures.' These can quickly knock a couple of classes from your expected Tripos result.

(6) Do, as a useful rule of thumb, assume that all chess organisers outside Cambridge are completely incompetent.

(7) Do, as a useful rule of thumb, assume that everyone on the CUCC committee is completely incompetent, although this wasn't the case for my year's committee (except for errrm ...).

(8) Do expect an incessant stream of chess visitors to your room. A daily (or hourly) surgery would be a useful innovation.

(9) Do realise that the title of President is only given to trick you into accepting the less prestigious post of Vice-Presidential Complaints Officer.

(10) Do learn the Cambridge Springs if you pick yourself for the Varsity Match.

Sadly, it seems the above is a little too late for Jim Totty. Whilst still only President-elect, he fell victim to the third commandment:

□ **P. J. Crocker**
■ **J. T. Totty**
BUPCA 1991 (5)

1 d4 Nf6 2 Nf3 c5 3 d5 e6 4 c4 ed 5 cd d6 6 Nc3 g6 7 e4 Bg7 8 Be2 O–O 9 O–O a6 10 a4 Re8 11 Nd2 Nbd7 12 h3

[Directed against ...Ne5, which can now be met by f4.]

12...Qa5?

[The plan had been for Black to succumb to an attack worthy of a brilliancy prize. Unfortunately, Black's next 23 moves are slightly too weak for White to win such an award.]

13 Nc4 Qc7 14 Qc2 Rb8 15 Bf4

[Plan.] **b5?? 16 Bxd6 Qb7 17 Na5 Qb6 18 Bxb8 Qxb8 19 ab ab 20 Bxb5 Nxe4??**

["I expected that" — PJC18.]

21 Bxd7 Bxd7 22 Nxe4

["Extra rook and pawn" — M. Ulybin.]

22...Bf5 23 Rfe1 Kh8 24 Nc6

[Extra pieces facilitate plans.]

24...Qf4 25 Qd2 Qh4 26 Ng3 Rxe1+

[Check.]

27 Qxe1 Bxb2 28 Ra8+ Kg7 29 Nxf5+ gf 30 Qe8 Kg6 31 Qg8+ Bg7 32 Ne5+ Kf6 33 Qxf7+!!

[Avoiding the technicalities of a Q v. B ending after 33 Qd8+.]

33...Kxe5 34 Qxg7+ Kxd5

[White to play and win decisive material advantage.]

35 Qd7+!!! Ke5 36 Re8+ 1—0

[Black resigned, graciously assuming White wouldn't fall for the following diabolical stalemate trap: 36...Kf4 37 Qc6 Qxh3 38 Qxc5 Qh5 39 Qe7 Qd1+ 40 Kh2 Qg4 41 Qxh7?? Qh5+!=]

I'd like to thank Tim Mortimer, Mark Thornton, Simon Smith and Julian Allinson for driving the minibus, Tom Vout for driving his car to away matches and augmenting my autograph collection, and all CUCC members for not signing anything to get rid of me. I'd also like to wish Jim Totty the best of luck over the next year (and apologise for contributing the above game).

BUPCA 1991–First Team Report

from Phil Crocker

Swansea University was the sumptuous venue for this year's British Universities and Polytechnics Chess Association annual championships. Cambridge entered a first team which was barely stronger than our second team in previous years; thus we were only seeded sixth. Despite Pergamon generously halving the prize money, a remarkably strong array of talent was present, e.g. Ward, Piper, Hennigan, Collinson, Glueck, Quillan, Dishman, etc.

The leading scores:

1st	Nottingham	25½
2nd	Leicester	23½
3rd	Bristol	23
4th—5th	Cambridge I	21
	Oxford	
10th ish	Cambridge II	15½

Stephen Lovell played some very convincing chess to win a board prize, rendering himself a hot favourite for the 1993 Varsity team. Andrew Cooper threw away some good positions (e.g. after bashing out most of Crocker–Wilson, Univ Champs 1991 against Andrew Mack). Apart from getting rogered by Rogers, I played some reasonable games, including an extremely impressive win over Totbits Totty, who, well, put it this way, played considerably worse than an absolute beginner. Totbits was probably distracted by his discovery of the new Olympic sport of synchronised bopping (and sharking) with certain Leicester cheerleaders (see photos!).

Now for some games:

□ **Chris "Chrissie" Duncan (188)**
■ **Phil "Phil" Crocker** (168, but "pissed," as Steve Foister helpfully wrote on my scoresheet)
Leicester v. Cambridge I, BUPCA 1991.

Алехин

1 e4 Nf6 2 e5 Nd5 3 d4 d6 4 Nf3 Bg4 5 Be2 c6 6 O–O Bxf3 7 Bxf3 de 8 de e6 9 Qe2

[The endgame after 9 c4 Ne7 10 Qxd8 Kxd8 is fine for Black.]

9...Nd7 10 c4 Ne7 11 Bf4 Ng6 12 Bg3 Qa5!

[12...Qc7 is well met by 13 Bh5 △ f4–f5 ±, Marić–Bracken, Budapest Open 1989.]

13 Bh5!

[Not a novelty, according to Chrissie. 13 Re1 Bb4 14 Nc3 Bxc3 15 bc O–O is better for Black, although White won in Kemp–Rix, Cambridge (tt) 1991.]

13...Ne7!

[13...N(either)xe5 fails to 14 f4 △ f5, splat. After some thought, I decided that the paradoxical knight retreat was an intelligent prophylactic ("The thinking man's condom" — James Totbits Totty. "Reculer pour mieux sauter" — Bob Bellin).]

14 f4!

[Enables preservation of the dark—squared bishop: 14 Nc3 is met by 14...g6 15 Bf3 Nf5.]

14...g6

[Probably not worth an exclamation mark.]

15 Bf3

[15 Bg4 h5 16 Bf3 Nf5.]

	Aberdeen	Nottingham	Bath	Southampton	Camb. II	Leicester	
D. Lee	1	0	0	½	1	0	2½
S. Foister	1	½	1	½	½	0	3½
P. Crocker	1	0	0	1	1	½	3½
A. Cooper	1	0	1	0	0	½	2½
S. Lovell	1	½	1	½	1	1	5
P. Fallon	1	½	½	½	½	1	4
	6	1½	3½	3	4	3	

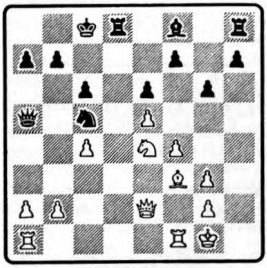
15...O–O–O

[15...Nf5 immediately may be more precise, as after 16 Bf2 Black can try 16...g5!?]

16 Nc3 Nf5 17 Ne4?!

[I expected 17 Bf2, when 17...g5?! can be met by 18 g4 Ne7 19 Ne4. Instead, I was intending 17...Nc5 18 Rfd1 Be7, when 19 a3 is met by 19...Nb3 and 19 Rab1 is met by 19...Rxd1+.]

17...Nxg3 18 hg Nc5



[We both thought we were better here; the position is tricky to play for either side.]

19 Kh1

[19 b4!? Qxb4 20 Rab1 Qa5 21 Qb2 is an interesting pawn sac.]

19...Nxe4

[Removing the most dangerous White minor piece.]

20 Qxe4 Be7

[Avoiding 20...Rd2 21 Rfd1 Rxb2 22 Qd4, with a twin Plan.]

21 a3 Qd2

[Black must play actively against the crude but dangerous plan of b4–b5, opening up the Black king.]

22 b3

[Not 22 Rad1 Qxb2 23 Rb1 Qxa3 24 Rxb7!, but instead 23...Qd4, with an extra pawn.]

22...Rd4 23 Qb1 h5 24 Ra2! Qa5 25 b4 Qc7 26 Qc1 h4 27 g4 Kb8 28 Be2 g5! 29 Qe3 Rxf4 30 Rxf4 gf 31 Qe4

[31 Qxf4 f6!.]

31...h3 32 Bf3 hg+ 33 Kxg2 Bg5?!

[An instructive error in time pressure. It is important to open lines against the White king. Therefore 33...f5 or 33...f6 were better, e.g. 33...f6 34 ef Bxf6 35 Qxe6 Qh7 mit Plan.]

34 c5 Qd7 35 Rb2 Rd8

[This plan of exchanging queens, apart from being too slow, doesn't work after ...]

36 b5 cb 37 a4 a6 38 ab ab 39 Qb4 Be7 40 Qxb5 Qxb5 41 Rxb5 Rd2+!

[Preparing to meet 42 Kh3 with 42...Rd3.]

42 Kf1 Bh4! 43 Bxb7 Kc7 44 Rb3

[Black was threatening ...f3.]

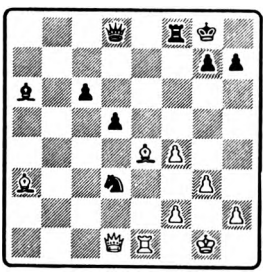
44...Rc2 45 Bf3 ½—½

[White now offered a draw which I accepted, having only three or four minutes in which to complete the game. 45 c6 Rf2+ 46 Kg1 f3 is at least equal for Black. After 45 Bf3 Rxc5 46 Rb7+ Kd8 47 Rxf7 Bg5 48 Ra7 Rxe5 49 Ra4 Ke7 50 Re4 Ra5 51 Kg2, White should hold the draw. It would, however, have been nice to make White find this line. Endgame connoisseurs like myself, and maybe Andrew Coupar (the official Scottish spelling), would prefer something more sensible than a 15 minute blitz finish. This should be possible, given that there are no more than two rounds per day.]

(Jo, Jim Totty, Jules Harwar, Phil Crocker and Sarah — Ed)

□ **J. Harwar (Leicester, 170)**
■ **S. Lovell**
Dutch
(Notes by Stephen Lovell)

1 d4 e6 2 c4 f5 3 Nf3 Nf6 4 g3 Be7 5 Bg2 O–O 6 O–O Ne4
[Alekhine's Variation, one of the sharper lines in the Classical Dutch.]
7 e3
[Solid, but non-critical.]
7...Bf6
[I wanted to delay moving the d-pawn for as long as possible, but there are more useful waiting moves, e.g. 7...a5 and 7...c6.]
8 Nfd2 d5 9 Nxe4 fe 10 Nc3 c6 11 Rb1 a5 12 a3 Na6 13 b4 ab 14 ab Nc7
[A few moves back, I'd had vague ideas of 14...c5 15 bc Nxc5, but I now saw that after 16 Nxd5 everything collapses for Black. Also, 14...Qe7 15 Qb3 didn't look much cop.]
15 c5?
[This must be wrong, as Black can now play ...e5 without d5 caving in. 15 b5 looks better, although it is still not too terrifying for Black.]
15...e5 16 b5 Ne6 17 Ne2 Ng5 18 de Bxe5 19 Nf4
[Otherwise Black probes the light squares with ...Nh3+ and maybe ...Qe8–h5. *(I think this deserves a special prize for understatement – Ed)*]
19...Bxf4 20 ef
[20 gf, although risky, may have been a better chance: now Black's central pawns have their say.]
20...Ne6
[White's c-pawn is suddenly very weak.]
21 bc bc 22 Rb6 Ra6! 23 Rxa6 Bxa6 24 Re1 Nxc5 25 Ba3 Nd3 26 Bxe4



[A reasonable attempt to confuse the issue.]
26...de
[26...Nxe1 is also good enough, but I reckoned that, with two active minor pieces against an extremely inactive rook, I should be able to find a mating attack.]
27 Bxf8 Qd4! 28 Re3 Kxf8 29 Qb1 Bb5 30 Qa2 Nb4 31 Qa8+ Kf7 32 Qb7+ Kf6 33 Kg2 Qd1 34 Kh3 h5 0—1
[White was desperately short of time and had obviously had enough, but I thought 35 Qc8 was worth a try, as Black has to be a bit careful to avoid a perpetual check. I intended 35...c5, with the devastating threat of 36...Bd7+.]

New Drug Improves Chess Performance

by Our Medical Correspondent

An interview with Professor Sir Ian Robert Egbert "Hat Hanger" Gooding, MA, MB, ChB, FRCS.

New Drug

Last week, a *Dragon* reporter interviewed the renowned Doctor at his Lensfield Road flat. He explained that EXTENSIVE medical tests proved that taking a daily dose of the drug Sanatogen® produced a SIGNIFICANT increase in chess-playing strength.

Improvement

"I SWEAR by them," said the Doctor. "After taking the drug for ONLY TWO WEEKS, I drew with someone graded 117!!"

Side-effects

"AND," the Sanatogen®-powered Physician enthused, "they're also VERY useful if you're pregnant!"

SCANDAL

James Totty, the current CUCC President, DECLINED TO COMMENT on allegations that next year's Varsity squad was ALREADY taking a course of up to FOUR times the Recommended Daily Allowance.

Voluptuous

Natasha Regan is nearly 20.

BUPCA: The Second Team Report

by Ian Gooding and
his Yorkshire Pudding

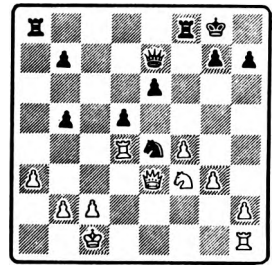
While Cambridge I were unsuccessfully defending the BUPCA board, Cambridge II were producing a creditable performance to finish about tenth.

The team had a bit of a "roller-coaster" tournament, beginning with a whitewash by Oxford and then inflicting a crushing defeat on Swansea. In Round Five, we produced a valiant display against Cambridge I, taking two points. However it turned out to be a fatal error, putting us just half a point ahead of Southampton II, our rivals for the prize for teams with an average grade below 150. The result was that we were drawn against Bristol A in the final round and got completely wazzed.

Fine individual performances came from Andrew Ponting and Prawiro Widjaja: see the crosstable and the games which follow.

Now for the adventures of a Welshman in Wales. Adam Watkin-Jones was our Board 1 and faced some very strong opponents (including two over 200). However he did succeed in finding ways to lose which always looked as though they were destined to appear in this hallowed publication.

Our first example comes from our Round Four match against Swansea. On being given the bye in the first round, the home side's players cleared off, mostly never to return. To ease the resulting deficiency of players, the Swansea captain tried to play Mike "Back Rank" Handley on board 1. However our captain, Jim the Pres., quickly spotted that Handley was not in fact a student and had little to do with Swansea University (he played for Warwick last year), and ruffled a few feathers by claiming the default *(It is a tradition for the previous year's organiser to help his successor. Hence the graduate's presence — Ed).*



□ **A. C. Watkin-Jones (163¾)**
■ **M. Handley (182, "Swansea")**

Bearing in mind his opponent's special talents, how quickly can you find Adam's next move? (Answer at the end of this report).

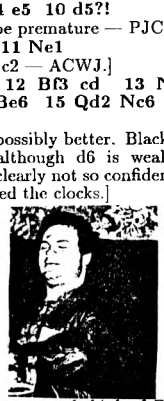
	Oxford	Birm'ham	Bristol B	Swansea	Camb. I	Bristol A	
A. Watkin-Jones	0	½	½	+	0	0	2
A. Ponting	0	1	1	1	½	0	3½
J. Totty	0	½	0	1	0	½	2
P. Widjaja	0	1	1	½	1	0	3½
T. Vout	0	½	½	1	0	0	2
I. Gooding	0	1	0	+	½	0	2½
	0	4½	3	5½	2	½	15½

In Round Six, Boyo played the winner of the Board 1 prize.

□ **A. C. Watkin–Jones (163¾)**
■ **M. Hennigan (215, Bristol A)**
Pirc

(Notes by Ian Gooding)

1 e4 d6 2 d4 Nf6 3 Nc3 g6 4 Nf3 Bg7 5 Be2 O–O 6 O–O c6 7 a4 Qc7 8 Bg5 h6 9 Bh4 e5 10 d5?!
[This may be premature — PJC.]
10...Nh5 11 Ne1
[To protect c2 — ACWJ.]
11...Nf4 12 Bf3 cd 13 Nxd5 Nxd5 14 Qxd5 Be6 15 Qd2 Nc6 16 c3 Na5 17 Rb1
[17 Rd1 is possibly better. Black has a slight initiative, although d6 is weak. However Adam was clearly not so confident and at this point stopped the clocks.] **0—1**



(Close your eyes and think of England? OK, it can be hard if you're in Wales! — Ed)

[Hennigan looked rather amused when asked if he wanted to analyse the game.]

□ **P. Widjaja**
■ **P. Yap (Bristol B)**
Queen's Gambit Declined

(Notes by Prawiro Widjaja)

1 d4 Nf6 2 c4 e6 3 Nf3 d5 4 Nc3 Be7 5 cd ed 6 Bf4
[6 Qc2 c5. By delaying Qc2, White retains the option of Qd2. *(6 Bg5 is also legal – Ed)*]
6...c6?!
[(If Black had had the first idea about how to play this position, he would have played 6...Bf5 when he had the chance – Ed).]
7 Qc2 O–O?!
[Better is 7...g6 Δ ...Bf5, e.g. 7...g6 8 e3 Bf5 9 Bd3 Bxd3 10 Qxd3 Nbd7, with ...Nf8 and ...Ne6 to follow, when Black has about equalised. The text is too committal.]
8 e3 Re8?!
[Black should be developing.]
9 Bd3 h6?
[Weak move. *(9...Nbd7 has more to commend it than this completely gratuitous weakening – Ed)*]
10 a3?!
[In case of ...Na6-b4. White should wait until ...Na6 is played. Better is 10 h3.]
10...Nd7 11 g4 Nf8
[Black's position is too passive.]
12 g5?!
[Too hasty. 12 h3 controlling g4 is better.]
12...Nh5 13 O–O–O? Nxf4?
[13...Bg4 is stronger, e.g. 14 Be2 *(14 Ne5 Bxd1 15 Qxd1 Nxf4 16 ef hg 17 Rg1 –+ or 14 Rdg1 Bxf3 15 gh Bf6 –+)* 14...Nxf4 15 ef Bxf3 16 Bxf3 hg 17 fg Bxg5+ extra pawn.]
14 ef hg 15 Rdg1 g4
[(15...gf is saner – Ed)]
16 Ne5
[Now White has compensation for the pawn.]
16...c5 17 h3 gh
[17...cd?? 18 hg Δ Bh7+ and Nxf7 mate.]
18 f5! cd 19 Rxh3 Bg5+ 20 f4
[Sacrificing a pawn and knight to get the bishop out of the way. Black was now in time trouble.]
20...Bxf4+ 21 Kb1 Bxe5 22 f6
[Twin plan.]
22...Bxf6?
[22...Qxf6?? allows White to draw with 23 Nxd5 Qd8 24 Bh7+ etc. *(The original notes failed to point out that 22...Bxh3 is (a) legal, and (b) decisive. For example: 22...Bxh3 23 Rxg7+ (23 Bh7+ Nxh7 24 Rxg7+ Kf8 25 Qxh7 Qxf6 26 Rg8+ Ke7 27 Nxd5+ Ke6 28 Nxf6 Bf5+ 29 Qxf5+ Kxf5 30 Nxe8 Kf4 –+) 23...Kh8 24 Bh7 Ng6 25 Bxg6 (25 Rxf7 Rf8) Qxf6! (25...fg?? 26 Qxg6 +–) 26 Rh7+ (26 Rxf7 Bf5!! –+) Kg8 27 Bxf7+ Kf8 – Ed)*]
23 Bh7+ Kh8?
[(23...Nxh7 wins easily–Ed)]
24 Bf5+ Kg8 25 Rgh1
[Plan, accompanied by a draw offer.]
25...g6
[25...Ng6 is better.]
26 Bxc8 Rxc8 27 Qh2 [Plan.] **27 . Bg5**
[27...Re1+!? may well be the simplest – Ed]
28 Rf3 Bf6 29 Nxd5 Be5 30 Nf4 1—0
[Time, but 30...Qf6 keeps it –+.]

□ **P. Widjaja (Cambridge II)**
■ **A. G. Cooper (167, Cambridge I)**

Bogo-Indian

(Notes by Prawiro Widjaja)

1 d4 Nf6 2 c4 e6 3 Nf3 Bb4+ 4 Bd2 Qe7 5 e3 O–O 6 Bxb4 Qxb4+ 7 Qd2 Qxd2+ 8 Nbxd2 d6

[This may appear to prepare ...e5, but Koopa has other ideas – Ed]

9 g3 b6? 10 Bg2 Bb7 11 O–O Nbd7 12 Rfd1 Rad8?

[12...Rfd8 may be better, retaining the option of ...Rac8. *(12...Rac8 at once – Ed)*]

13 Rac1 c5

[13...e5 is probably better. *(Not after 14 Nxe5 it isn't – Ed)*]

14 Nb3 cd 15 Nbxd4 Nc5 16 Nb5 d5

[Was this the plan behind 13...c5?]

17 cd Nxd5?!

[After the game, Koopa himself preferred 17...Bxd5. The text allows Ne5.]

18 a3 a6 19 Nbd4 Rc8

[Black's poition is becoming loose.]

20 Ne5!

[White intends Nc4, threatening to land on d6 or b6.]

20...f6?

[Black should consolidate with ...Rfd8, the knight was going to c4 anyway. Now e6 is weak. *(20...Rfd8 21 b4 Nd7 22 Rxc8 Bxc8 23 Ndc6 Re8 24 Bxd5 ed 25 Rxd5 – Ed)*]

21 Nc4 e5??

[It's now xd5. Black is losing a piece.]

22 Nf5 Nb3 23 Rc2 Rc5 24 Bxd5 Bxd5 25 Rxd5 Rfc8? 26 Ne7+ Kf7 27 Nxc8 1—0

□ **A. Ponting (159, Cambridge II)**
■ **S. Foister (183, Cambridge I)**

Veresov

(Notes by Andrew Ponting)

1 d4 Nf6 2 Nc3

[Deduct 100 points for being a pain in the arse – Ed]

2...d5 3 Bg5 e6 4 e4 de 5 Nxe4 Nc6

[Unusual, preventing ...c5. Black's only freeing move is now ...e5. Maybe White should have tried to develop so as to answer ...e5 with d5 (not 9 Bd3, 10 Qc2).]

6 Nf3 Be7 7 Bxf6 Bxf6 8 c3 O–O 9 Bd3 g6 10 Qc2

[10 h4 is better e.g. 10...e5 11 d5 Nb8, or 10...Bg7 11 h5 e5 12 Nfg5, both with advantage to White.]

10...Bg7 11 h4 e5 12 de Nxe5 13 Nxe5 Bxe5 14 O–O–O Be6 15 Kb1

[Possibly a wasted move. b3 is certainly going to be forced, so it might as well be played first.]

15...Qd5 16 b3 Qa5 17 h5 c5 18 hg hg 19 Qd2 c4 20 Qh6 Rfd8 21 Qh7+ Kf8 22 Bxc4 Bxc4 23 bc Rxd1+ 24 Rxd1 Bxc3

[This looks wrong, the bishop dominates the board. 24...Rc8 runs into trouble after 25 Rd7, but 24...Rd8 25 Rxd8 Qxd8 26 Ke2 Qa5 is very strong. Allowing the queen and bishop to be exchanged suddenly gives White good chances again.]

25 Nxc3 Qxc3 26 Qh6+ Kg8 27 Rh1 Qb4+ 28 Ka1 Qc3+ 29 Kb1 Qg7

[White threatened Qh7+]

30 Qxg7+ Kxg7 31 Rd1 Re8 32 Rd7

[32 Kc2 Re2+ 33 Rd2 Rxd2+ 34 Kxd2 Kf6 is better for Black.]

32...Re1+ 33 Kb2 Re2+ 34 Kb3 b6

[34...Rxf2 35 Rxb7 Rxg2 36 c5 ± Rg5 37 Kb4, or 36...Rg1 37 Rb4. Black must restrain the c-pawn for as long as possible.]

35 Rxa7 Rxf2 36 Rb7 Rf6

[36...Rxg2 transposes to the note above.]

37 Kb4 g5 38 Kb5 g4 39 Rxb6 Rf2 40 g3

[40 c5 Rxg2 41 c6 Rc2 ∓]

40...Rb2+ 41 Kc6 Rxa2 42 Rb3

[Or Rb5 immediately.]

42...Rf2 43 Rb5 Kf6 44 Kb6 Rf3 45 c5 Rxg3 46 c6 Rh3 47 c7 Rh8 48 Kc6

[Kb7 will leave the king further away from Black's pawns.]

48...Rc8 49 Rb8 Rxc7 50 Kxc7 Kf5 51 Kd6 Ke4 52 Rb4+

[52 Rb3 f5.]

52...Kf3 53 Ke5 g3 54 Rb3+ Kg4

[If 54...Kf2 55 Kf4 g2 56 Rb2+ Kf1 57 Kf3 g1=N+ 58 Ke3 leaves White some winning chances.]

55 Rxg3+ ½—½

Answer to Watkin-Jones — Handley:
1 Rb4??? Qxb4 2 ab Ra1#. At this point, Adam wrote Ra1+ on his scoresheet, before deciding that his position was now hopeless. He crossed it out, and inscribed instead "Resigns." It was then helpfully pointed out that this was, in fact, not an option.

The Things You Have To Do For A Free Meal

by Steve Foister

One Saturday early in March, the sun rose on nine valiant souls, struggling on their separate ways, converging to one spot. Then, bidding their teams of sherpas farewell, these courageous men (and one woman) boarded the 9:36 to seek glory and fame in the Smoke.

Evading train guards, Home Office police and pelicans, the intrepid heroes descended upon the RAC Club only to discover that the legendary tuna sandwiches were not in evidence — red meat or chicken only. So instead a like-minded group of adventurers was found, and we sat facing each other across wooden tables littered with lumps of Black and White for several hours.

Then we retired to a building hidden amongst the financial maelstrom of the city for good nosh, silly speeches, chatty waitresses, and plenty of booze. These nine trusty souls then reeled back to Liverpool Street, clutching the regalia of their encounter. Tired, but happy (i.e. pissed), all returned safely: though many scratching at the scars of defeat.

Roll Of Honour

Board 1. John Wilson sacrificed the initiative on move three. Read the Sunday Telegraph (or, failing that, *Dragon*) for a demonstration of GM Norwood's superlative endgame technique. Oxford's *Best Game Prize*. 0—1.

Board 2. Steady Eddy Holland forced the monumental Cavendish into an unsound queen sac. He then proceeded to make his position as grotesque as possible. 0—2.

Board 3. Dave Lee held us up for ages with this one, against Mr. Wheeler. After missing a kill in time-trouble, he failed to hold the ending an exchange down, but took plenty of time over it. 0—3.

Board 4. This one took ages and ended similarly, with Alan Baker conceding the endgame against Matthew Piper. 0—4.

Board 5. At half-time, we were probably winning every game except this one, Phil Crocker gifting a pawn to the man with the much publicised Dutchness, van Hasselt. As might be expected, he failed to lose it. ½—4½.

Board 6. A masterly display (guess who's writing this?). After 1 e4 c6 2 d3 d6, I had already consumed five cups of coffee. But it turned out violent, with Martin Hazelton castling kingside as White and opening the h-file. I castled queenside and surprised him with a rook sac.

Cambridge *Best Game Prize*. 1½—4½.

Board 7. Promising early on, but Mark Thornton found an enterprising loss. 1½—5½.

"Board 8." Natasha Regan played ordinary, boring moves. So did her opponent. Twenty of them in fact, before she lost on time. 2½—5½.

Board 9. There wasn't one. Mr Cooper was denied the opportunity of thrashing Mark Nightall, Oxford's President-elect.

Note: Rumours that the Oxford lady player was picked due to her relationship with Mr Hazelton are unfounded. She was picked for the shade of her dress, which matched his bow-tie.

Some games:

□ **M. Thornton**
■ **T. Brown**
Modern Benoni

1 d4 Nf6 2 c4 c5 3 d5 e6 4 Nc3 ed 5 cd d6 6 e4 g6 7 f4 Bg7 8 Bb5+ Nfd7 9 a4 O-O 10 Nf3 Na6 11 O-O Nc7 12 Bd3 Rb8 13 Bd2 a6 14 Be1 c4?! 15 Bxc4 b5 16 Be2? b4 17 Na2 a5 18 Nd4 Bb7 19 Bf2 Nc5 20 Bf3 Qd7 21 Nc1 Rbe8 22 Re1 f5 23 ef Rxe1+ 24 Bxe1?! Bxd4+ 25 Qxd4 Qxf5 26 Qd1 Nxd5 27 Bd2 Nxf4 28 Bxb7 Nxb7 29 Bxf4 Qxf4 30 Nd3 Qd4+ 31 Kh1 d5 32 Qe2 Qe4 33 Qd2 Nd6 34 Nc5 Qc4 35 Nd3 Ne4 36 Qe3 Qxd3 0—1

□ **J.Wilson** *(Notes by the victim)*
■ **D.Norwood**
Old Indian
1 d4 d6
I wasn't expecting this.
2 c4?!
2 e4 is objectively best, but allowing a Pirc would not have been very bright.
2...e5 3 de
Norwood, in his notes for *The Independent on Sunday*, considered this to be 'at best a psychological error by a player content to draw the game.' However, given that I knew none of the theory, I had no intention of going in for the sharp lines such as 3 Nf3 c4 4 Ng5 f5 etc. I also hoped my defeat would be far too tedious to merit ridicule in the national press.
3...de 4 Qxd8+ Kxd8
And retreats to the other end of the room to exchange snide comments with Ray Keene about my lack of enterprise.
5 Nc3 Be6! 6 e3?!
The trouble with 3 de is that the pawn structure favours Black, and so White must play very accurately to keep his slight initiative alive. 6 e3?! is too passive, allowing me to slide into a slightly worse position. 6 b3 is better, as in Gheorghiu–Miles, Ostend 1988, which continued 6...Nd7 7 g3 Bb4 8 Bd2 c6 9 Bh3! Bxh3 10 Nxh3 h6 11 f3 Ngf6 12 Nf2 Ba3 (12...Bc5 13 Nfe4+=; 12...a5 13 O-O-O Kc7 14 Kb2+=) 13 Rd1 Kc7 14 e3! Rhd8 15 Ke2 a5 16 Nd3 +=.
6...Nd7 7 Nf3 h6!?
More active than 7...f6.
8 Bd2 Ngf6 9 h3 c6 10 O–O–O Bd6 11 g4
White has to cause some trouble on the kingside before he gets rolled up on the queen-side.
11...g5 12 Be1!
This may look rather flaccid, but in fact it is the only plan to stave off further deterioration of my position.
12...Kc7 13 Nd2
This gets a '!' from Norwood, who says 'This forced me to change plans. Against less active play, I had intended to play ...a6 and ...b5, increasing the queenside pressure.'
13...a5 14 Nde4 Bb4 15 f3!
This took me a long time to find, and again is the only decent move. The threat of Bg3 forces Black to exchange some pieces.
15...Nxe4 16 Nxe4 Bxe1 17 Rxe1 a4
He thought this 'a bit controversial' afterwards, suggesting the immediate 17...f5 as a possible improvement.
18 h4 f5
Apparently, 'this move is the only antidote to White's play.' Is this a compliment?
19 gf Bxf5 20 Ng3?!
20 hg Bxe4 21 fe hg is clearly pretty awful, but Jon Levitt suggested 20 Bd3 Bxe4 21 Bxe4 Nf6 22 hg Nxe4 23 fe hg as giving me a slightly more playable position.
20...Bg6 21 hg hg 22 Be2 Nc5 23 Kd2 Rh4
Looking at my scoresheet, it struck me that I was about to surpass Jeremy's total of 23 moves with the Grandmaster. This excited me so much that I produced a horrible blunder.
24 Reg1??
24 Kc3 would have forced Black to demonstrate his technique. I just assumed that 24...Rah8 was on the way, underestimating the real threat.
24...Rd8+ 25 Kc3 Bd3! 26 e4
This move is a necessary evil, as 26 Bxd3 Rxd3+ 27 Kb4 Na6+ sends my king into a mating net.
26...Rd4 27 Bxd3 Rxd3+ 28 Kb4 Kb6! 29 Rxh4 gh 30 Nf5
Good players don't take pawns.
30...h3! 31 Rg3 h2 32 Rh3 Rd2 33 Kc3 Rf2
Planning 34...Rxf3+!
34 Nh4 Ne6! 0–1
There is no defence to 35...Nf4/g5.

From *The Observer* the following day:

Natasha Regan, Cambridge's highest-ranked woman chess player, prepares for action in the annual Varsity Chess Match against Oxford at the RAC Club in London.

Photograph by Neil Libbert

A Game O' Two Halves, Brian

by Peter Wells

The Corporation of London Chess Challenge 1991, popularly known as 'Watson, Farley and Williams' to the detriment of co-sponsers The Corporation Of London, was a truly remarkable event. Although a category 11 event (average rating 2507, or thereabouts) of an exhausting 13 rounds, it was marked by an extraordinarily low level of peace-making. The 91 games produced only 27 draws, and most of these too were hard fought. I imagine that such bloodshed is an aspiration of most organisers, and to this end Hodgson, Hector, Plaskett and so on must be good bets. However, when I was joined by Keith 'Interesting' Arkell on only one draw, both of us being put to shame by Stuart Conquest's failure to share a single point, something strange was clearly going on. The second interesting feature of the event was that so many players had runs. The catering was excellent. However, large numbers of wins and losses consecutively were the order of the day. It is from this tendency that the edifying title of this piece was drawn. At half-time, Stuart and myself were lying equal second (behind Alexander Khalifman, who is very good) on an excellent 5 points each. In the second half of the tournament, only my hard fought draw with Sadler deftly side-stepped the ignominy of neither of us troubling the scorers again. Robert Byrne, the likeable veteran US GM woke up one morning on 0/5, and then stormed back with a 6½/8 finish, while Keith '1/7!' Arkell won a variety of drawn endings to reach 5½.

There was some good chess and much crazy chess. Fortunately the judge for the brilliancy prize, Jon Tisdall, was very broad-minded. Had Black not gone mad at the end, King-Hodgson would have won the brilliancy prize, opening thus: 1 d4 Nf6 2 c4 c5 3 d5 a6 4 a4 e5 5 Nc3 Bd6 6 e4 Bc7 7 g3 Ba5 8 Bg2 b5 9 Nge2 bxc4 10 O-O d6 11 h3 Nbd7 12 f4 Rb8 13 Nb1 h5 14 Na3 Rb4 15 Bd2 h4! (Nice touch!) 16 f5 hxg3 17 Nxg3 Nb6 18 Nc2 Rb3 19 Bxa5 Rxg3 20 Qc1 Rhxh3 etc. Bit run of the mill, but food for thought for theory hacks.

Instead I was mildly compensated for my general gloom by being awarded the prize for the following little tussle. Three thoughts to consider when playing through this game:
(1) can this really be what Barry Martin, the artist who kindly donated the prize, had in mind?
(2) are the moves in the first half of the game really 37 times better than those in the second, and if not, what motivated both players to allocate their time thus?
(3) would I have made a GM norm if I had invested in another box of Honey Nut Loops when they ran out half-way through the tournament?

□ **P.Wells**
■ **S.Conquest**
Slav

1 d4 d5 2 c4 c6 3 Nf3 Nf6 4 Nc3 e6
Stuart commented at some point during the event "every time I start to master an opening I seem to give it up". There are two sides to having a very broad repertoire, but having just prepared for the Dutch and the pure Slav, I saw it at this point in quite a positive light.
5 e3 Nbd7 6 Bd3 dxc4 7 Bxc4 b5 8 Bd3 b4!? (03)
Fashionable are 8...a6 or 8...Bb7. The text might be slightly inferior after 9 Ne4. However, Stuart likes to avoid heavy theory and normally seems to end up with very complex games, and after White's flaccid 9th Black is very comfortable (I don't really believe ECO's +=). Already (after 9...c5) unimpressed by my position I went into creative mode (see clock times). Interesting, but I can't help feeling it's unsound.
9 Na4 (08) c5 (10) 10 e4!? (36?!) cxd4 (12) 11 Bb5(41)
"An inspired and original plan" (Tisdall). Cheers Jon!
11...Qa5!(30) 12 Bc6 (50) Rb8 (34) 13 O-O (74)
Since 13 Bf4 is more than adequately answered by 13...b3+ ∓, this 24 minutes is not too easily accounted for. I think I was already trying to justify the text, since Black can be nearly just 'extra pawn' after ...
13...e5! (40ish) 14 Bf4!!? (102!)

The move that won a picture! I have added a ? to Tisdall's generous marking, but I'm pleased

with the originality of it, and it is very visual. What it may not be is quite sound. Critical of course is 14...exf4 15 e5 Nd5 16 Nxd4(!). White threatens Nb3 and often c6 as well. If 16...Ne7 17 Rc1! and it's rather hard to move. Maybe best then is 17...Nxc6 18 Nxc6 Qb5 19 Nxb8 Qxb8, though White retains 'dynamic compensation'. Of one thing I am sure: 14 Nxd4? exd4 15 c5 Nd5 Δ Ne7 is weaker, and others (eg. 14 Nh4 Δ f4) are inadequate.

14...Bd6 (92) 15 Bg3!

You can't beat the quiet moves. The idea is simply a big Nxd4 cheapo which is mildly hard to meet. Black is ok, but it's hard to prove more.

15...Bc7?!

Better is 15...O–O 16 Nxd4 Qc7 17 Nf5 Qxc6 18 Rc1 Qxe4 19 Nxd6 Qd5 20 Qxd5 Nxd5 21 Rfd1. According to Tisdall, White has "excellent compensation". Again I would tend to moderate the claim.

16 Rc1 O–O 17 b3!

"NICE"–Hodgson.

17...Rd8 18 Bxd7! Nxd7 (18...Bxd7!?)

19 Nxd4?!

In frantic time trouble I decided to sac. my queen too. Stuart afterwards felt that 19 Qc2 was very awkward. I think he's right – I missed Black's unpleasant resource on move 22.

19...Nf6 20 Nc6 (!)

Forced by now.

20...Rxd1 21 Rfxd1 Qb5 22 Nxb8 Bg4!

A very unpleasant surprise! I had calculated only 22...Qxb8 23 Bxe5! 1–0.

23 Rxc7 Bxd1 24 Rc8+ Ne8

Who said there's no luck in chess?

25 Nc6 h5!

Good time trouble chess. 25...Kf8 26 Nxe5! gives full compensation, but after 25...h5! White needs to find 26 Rxe8+ (not so difficult – a piece with check) 26...Kh7 27 Rc8 Qb7 28 Rd8! (rather long range) in order to retain a plus. The rest is rather unworthy of comment, but had good spectator value. 28...f6? was a blunder (28...Qc2 ∓ and then a nice bit of knight work (moves 34–6) decides the game.

26 h4? Kh7 27 Rxe8 Qxc6 28 Rxe5 f6? 29 Re7 Bg4 30 f3 Be6 31 Rxa7 Kg6 32 Kh2 Bf7 33 Rc7 Qb5 34 Nc5 Qe2 35 Nd7 Kh6 36 Nxf6! gxf6 37 Rxf7 Qxa2 38 Rxf6+ Kg7 39 Rb6 Qxb3 40 Bd6 1–0 (time)

Having lost many games through blunders on move 43, I've learned to stop playing frenetically a little earlier. Fortunately my flag held firm during the calmly played 40 Bd6 and Stuart's fell, but at last White is clearly winning in any case.

Who Is Bob Wade Anyway?

by Mark Thornton

Bob Wade is actually a nice bloke, but his arbiting did not impress the Cambridge team at the Varsity match (e.g. he was absent from the playing hall when Natasha won on time). Further, at the dinner, he said something to the tune of "I couldn't possibly give the Best Game prize to Board 7."

This article is in revenge for this slur on my (and, more pertinently, my opponent's) abilities, for his play in the following game was certainly unimpressive.

□ **R. G. Wade (IM)**
■ **M. H. Thornton** (promising junior)

NE Junior training weekend, Jan 1982
Ten Board Clock Simul
French Tarrasch

1 e4 e6 2 d4 d5 3 Nd2 Nf6 4 Bd3 de 5 Nxe4 Nbd7?!

[Of course, correct is 5...Bd7!!!! (Totty). Unfortunately, the Andrew Martin Defence had not yet been invented. But perhaps White can deviate successfully with 6 Nxf6+!?]

6 c3 Be7 7 f4?!

[Blocks in his Queen's bishop.]

7...b6 8 Nf3 Bb7 9 Qe2 O–O 10 Neg5?!

[Enterprising but unsound.]

10...h6! 11 h4

[The only logical follow-up.]

11...c5 12 Ne5 cd 13 cd Bb4+ 14 Kf1 Nxe5! 15 de

[15 fe will allow Black to open the f–file later.]

15...Nd5 16 Qe4 f5 17 ef Nxf6 18 Qxe6+ Kh8 19 Qf5?

[19 Qe2 was forced, although after 19...Qd7 Δ...Rae8, White's position is a shambles.]

19...Ba6! 20 Bxa6 Qd1+ 21 Kf2 Qxh1 22 Nf3 Rae8 23 Ne5 Rxe5! 0—1

[His queen disappears if he captures the rook (...Ng4+).]

(Has any other reader won a game in the last ten years? If so, please don't hesitate to tell your friendly editors all about it — Ed)

Feminist Chess Openings

by Millie Tant

No 1: Young's Gambit

Are you a woman? Does all this talk of Dicks outrage and offend you? If your answer to both these questions was YES, deduct 10 points for lying. More and more women are answering the call to rid themselves of this disgusting symbol of male oppression. Let us join together, sisters, to see the downfall of the Dick.

□ **I.Pardoe (Mrs) (1539 postal)**
■ **S.Young** **corr 1991**

Young's Gambit

1 e4 e5

Heidi Heron showed early radical tendencies by playing 1...d5 regularly, before Peter Wells banged some sense into her. If you feel similarly driven, take care to avoid the following continuation from Angela Eyton–A.Girl: 2 ed Qxd5 3 Nc3 Qc6??? (not so much feminist as feminine) 4 Bb5+-.

2 Nf3 Nc6

Rani Jackson showed her commitment to our cause by playing 2...d5 at Chester this year.

3 Bc4

Bottling out of the Ruy Lopez like 99% of my opponents, no doubt fearing the Dickless dangers of the Marshall Gambit, as played by top feminist Zsuzsa Polgar.

3...Nf6

Trying for an interesting game ...

4 d3

...but White has other ideas and plays the limpest move on the board. This unhealthy fascination with one's Dick is vigorously punished.

4...d5!?

Freeborough and Ranken in *Chess Openings* (1910) (available from your friendly chess club librarian) give this move a question mark, continuing their analysis 5 ed Nxd5 6 O–O Be7 7 Re1± in an ill-disguised attempt to suppress the wimmin's uprising.

5 ed Nxd5 6 O–O Bc5!?

6...Bg4?! 7 Re1 Be7 (7...f6? 8 Nxe5 1–0 Armas–Hartung, Dortmund 1988) 8 h3 Bh5 9 g4 Bg6 10 Nxe5± Leonhardt–Marshall, Barmen 1905. Perhaps Marshall had had too much to drink! 6...Be7 7 Re1 Nb6 8 Bb3 Bg4 9 h3 Bh5 10 g4 Bg6 11 Nxe5± Dolmatov–Chekhov, USSR ch. Vilnius 1980–1.

7 Bxd5?! N

7 Re1 O–O (unfortunately I didn't know this at the time and made the same mistake as Marshall: 7...Bg4 8 h3 Bh5 8 g4 Bg6 10 Nxe5 ± O–O 11 Nxc6 bc 12 d4 Bd6 13 Nc3 Nxc3 14 bc, but now 14...Qh4 would have given me good compensation in S.Robertson ('173')–S.Young (about 70 on a good day) Essex–Cambs 1991) 8 Nxe5 Qh4 9 Rf1? Nxe5 10 Bxd5 Bg4 11 Qd2 Rad8 12 Nc3 Rxd5! 13 Nxd5 Nf3+! 14 gf Bd6 15 h3 Bh2+! 0–1 **Таганский–Глазков, Москва** 1975.

7...Qxd5 8 Nc3 Qd8 9 Re1 O–O 10 Qe2?!

10 Nxe5?! Nxe5 11 Rxe5 Bxf2+! △ 12 Kxf2 Qf6+ is good for Black. White should perhaps try the puny 10 h3, but her position is rather miserable anyway.

10...Bg4

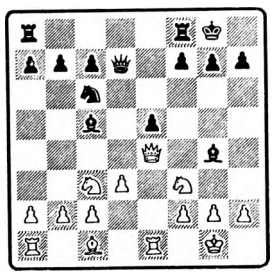
△ 11...Nd4, so ...

11 Qe4

The point!

11...Qd7!?

And now the lure of my Eric overpowers my pawn–guzzling opponent.



12 Nxe5?? Nxe5

Only now, presumably, does White realise that 13 Qxe5 is not very good in view of 13...Rae8.

13 Be3 Bxe3 14 fe Nc6 15 h3 Bf5 16 Qc4 a6 17 e4 Be6

"Extra piece", and I eagerly await further developments in this dynamic game.

Another Korka from Koopa

by Jonathan Manley

□ **A. G. Cooper**
■ **J. P. Manley (Essex, 195)**
King's Indian Averbakh

1 d4 ♘f6 2 c4 g6 3 ♘c3 ♗g7 4 e4 d6 5 ♗e2 O–O 6 ♗g5 ♘bd7 7 ♕d2 e5 8 ♘f3
[The usual move is 8 d5, then 8...♘c5 and 9 ♗f3 or 9 f3 follows. Having read about the redoubtable A. G. Cooper in the pages of *Dragon*, I thought 8 ♘f3 was a deliberate attempt to avoid book lines. It turned out that he wasn't too sure of the theory!]
8...c6 9 O–O ♕e7 10 ♖fd1 ♖e8 11 d5 c5 12 a3 ♕f8 13 b4 h6 14 ♗xf6 ♗xf6 15 ♖ab1 ♗d8 16 ♘e1 b6 17 ♘d3 f5 18 f3 ♗g5 19 ♕c2 ♗e3+ 20 ♔h1 f4?
[Forgetting about the possibility of White's next move. 20...♘f6 was sensible, to answer 21 ♘b5 by 21...♕e7.]
21 ♘b5 ♘f6
[Flashily offering the exchange. Since any rook move drops at least a pawn, I didn't have to think too hard about this one.]
22 ♘c7 ♘h5 23 g4?!

(Hands up if you're proud of your endgame technique! – Ed)

[Not 23 ♘xe8? ♘g3+ 24 hg fg, when White is mated by...♕e7 and...♕h4. 23 h3 looks ugly, but it is difficult for Black to break through.]
23...fg 24 ♘xe8 ♕xe8 25 f4 ef 26 ♗xh5 ♕xe4+
[Played without thinking. 26...gh! keeps the queens on, and White's e-pawn is a sitting duck.]
27 ♕g2 ♕xg2+ 28 ♔xg2 gh5 29 hg ♗g4 30 ♖e1 f3+ 31 ♔h2 ♗d4
[I'm not sure how White should tackle this position — the two bishops and the f-pawn give Black excellent practical chances.]
32 ♘f4?! ♖f8 33 ♖e7 h4 34 ♘e6
[He can try 34 ♘g6, but 34...♗f5! 35 ♘xf8 ♗xb1 looks good, e.g.36 ♘e6 f2 37 ♖e8+ ♔h7 38 ♖f8 ♗d3.]
34...♗e5! 35 ♘xf8 hg+ 36 ♔h1 ♔xf8 37 ♖xa7 ♗h3 38 ♖a8+ ♔f7 39 ♖a7+ ♔f6 40 ♖a6 ♗g2+ 41 ♔g1 ♗d4# 0—1

Editorial note: This article was written in answer to a recent plea from the Editorial Mafia. *The author studied at Cambridge in the mid 1980s, and is currently editor of* Kingpin *magazine, which has just published double-issue 17/18:*

NO.17/18 - SUMMER 1991
KiNGPiN
Special Michael Fish Bumper Issue
(watching your favourite weatherman)
a blitzkrieging, barnstorming tornado of a magazine - I urge you to read it!
Stephen Fry

Sample copies of Kingpin *may be obtained by sending an A5 self-addressed envelope and a 22p stamp to:*

Kingpin
6 St George's Rd
Ilford
Essex IG1 3PG

Swindle Of A Lifetime

by Mark Thornton

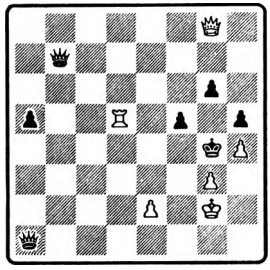
Last *Dragon*, Dave Lee described one of his games as his "best swindle ever." Well, working on the principle that "anything Dave can do, I can do better," here is my equivalent game.

It was played against my main rival for Northumberland junior honours, Ben Horrocks. We had already played against one another many times, and the quality of the games usually left something to be desired. Because of our strong desire to beat one another, whoever got a slight advantage out of the opening normally overpressed and lost horribly.

The season 1984–5 was, for both of us, the first time we had made it to Board 1 for our respective clubs. My team arrived for the match with a 100% record in the league, so a lot was resting on our game.

□ **M. Thornton (175)**
■ **B. Horrocks (189j)**
Northumbria League 18/12/84
Queen's Gambit, Tarrasch

1 d4 Nf6 2 c4 e6 3 Nf3 c5 4 g3
[GKB would probably condemn this move as "poofy."]
4 ...cd 5 Nxd4 Nc6 6 Bg2 d5 7 Nc3 Be7 8 O–O O–O 9 cd ed 10 Be3 Bg4
[We have now transposed into a Tarrasch Defence, which I proceed to misplay horribly.]
11 Qc2 Qd7 12 Rad1 Bh3 13 Bxh3 Qxh3 14 f3 g6 15 Nxc6 bc 16 Na4 h5 17 Rd4 Qe6 18 Bf2 Rac8 19 Rd2 c5 20 Rc1 a5 21 a3 Rfe8 22 Kg2 d4!
[I'd rather gloss over White's moves up to this point. Although some of them may be OK individually, collectively they give an impression of extreme planlessness.
At this point, I suddenly came to my senses and realised that I was about to be squashed by ...Nd5, ...Bg5 and an invasion on e3. It is also worth mentioning that my opponent had only two minutes left to reach move 36, whereas I had all of ten. I therefore switched into swindle mode, and played ...]
23 b4! cb 24 Qb1 Rxc1 25 Qxc1 Qb3 26 Nb6 ba 27 Bxd4 Rd8 28 Qc7 Rxd4 29 Rxd4 a2 30 Qxe7 a1=Q
[By now, we were both moving instantaneously. Only this can explain my failure to play 31 Qxf6 Kh7 32 Nd7 Qaa3 33 Rd6 (△ Nf8+) winning.]
31 Rd8+ Kh7 32 Qf8 Ng4 33 Qg8+ Kh6 34 fg Qxb6 35 g5+ Kxg5 36 Rd5+ f5?! 37 h4+ Kg4??
[Black had blitzed on to move 37. ...Kh6 on either move 36 or 37 won easily, whereas now Black has to exercise considerable care. I continued ...]
38 Rc5□ Qb7+ 39 Rd5□
[At this point, Ben asked me to find an envelope so that he could seal. Luckily for me, their Club Secretary was still engaged in his own time scramble, so I failed to find one. Eventually, Ben reckoned he'd worked out a win, and decided to play it at the board ...]



39...Qag7?? 40 Qe6 Qgf7
[With the idea that after 41 Qxf7 Qxf7 42 Rd4+ f4 43 Rxf4+ Qxf4+ 44 gf Kxf4, the passed a-pawn will win the day. Unfortunately, he had missed the unbelievably orgasmic ...]
41 Qe4+!! 1—0
[41...fe 42 Rg5 is mate. I bet even Kasparov has never given mate two queens down!
Black is actually completely lost after 40 Qe6, as 40...Qb1 and 40...Qb4 both lose to 41 Qe3, with twin mate threats at f3 and g5.
If we return to the position before Black's 39th move, we can see that 39...Qf6 wins with careful play, e.g. 40 Kh2 (△ Rd4+) Qba6 41 Qe8 Qae6 42 Rd4+ Qxd4 43 Qxe6 Qf2+ 44 Kh1 Kh3 mating.]

This swindle turned a 2½—2½ draw into a 3½—1½ victory, which later turned out to be crucial. My team went on to win the League by a single match point!

Excellent Game Number Three

by Gary Callan

Well, it was Round 5, I had scored an astonishing 1½ out of 4 and was heading for no prize whatsoever. So, forgetting Phil's "Don't play plan 2" advice:

□ **P. Housden** (115)
■ **G. Callan** (111, and worth every single bit of it)

East Anglian Chess Union annual Congress, Intermediate section (between bad and awfully shit standard)
Pirc

1 e4 d6
[From my astounding new repertoire of the Pirc and the other one that I was given high-level training on by the University Champion.]
2 d4 Nf6
[Preparing ...Bxh3.]
3 Bd3 Nc6 [Plan.] **4 c3**
[He saw it!]
4...g6
[Back to the Pirc.]
5 Nf3 Bg7 6 O–O Bg4
[Preparing ...Bxh3.]
7 Nbd2 O–O 8 Re1 e5
[Yes Yes!]
9 h3
[Yes!! YES!!!]
9...Bd7
[Such restraint: he is after all asking for it.]
10 d5 Ne7
[Sorry about all the scribbling, but I prefer the good old-fashioned QN–K2 notation, as opposed to the crap Ne7 business.]
11 a4!
[I suppose I ought to do some analysis. Well, if he puts his bish on b5, then he is threatening to swap it off and totally cock-up my Plan, causing my immediate resignation.]
11...a6!
[Saving the game!]
12 b4 Nh5
[This much restraint was getting too much for me.]
13 Rb1(?) Nf4 14 Bc2 Qc8
[Preparing ...Bxh3.]
15 Nh2 f5
[Yet more restraint, but **Freddie** relieves my frustration.]
16 c4
[Thematic.]
16...fe 17 Bxe4 Nf5 18 Nb3 Nh4
[Hoping for 19 g3, but expecting 19 Bxf4.]
19 c5 Bxh3!!
[Major orgasms everywhere, but I was still expecting Bxf4. A bit of analysis now: 20 Bxf4 probably loses to 20...Rxf4 and me picking up rather a lot of pawns for my bish. 20 g3 is a bit interesting, as I believe it refutes everything I have based my whole life on. But luckily ...]
20 gh Nxh3+
[Clearly moving his king into the corner would lose his queen to ...Nxf2+, so ...]
21 Kf1 Rxf2# 0—1

Bye!

Lots of love,

Gazza
x x x

P.S. Can I have my name in the index this time please? *(Sure thing — Ed)*

Cute Hack

from Uncle Phil

□ **G. Kenworthy (Essex, 202)**
■ **P. Crocker (Cambs)**
County Championship 1991.
Алехин

1 e4 Nf6 2 e5 Nd5 3 d4 d6 4 Nf3 Bg4 5 Be2 c6 6 Ng5 Bf5 7 g4 Bg6 8 e6 f6 (?!)
[8...fe is theory.]
9 f4 fg 10 f5 Na6 11 c4 Nf4 12 Bxf4
[12 Nc3!?]
12...gf 13 Nc3 Qa5 14 d5?!
[14 Bd3 was better, preserving dark square control.]
14...Qb6! 15 Qd2 Bxf5 16 gf g6! 17 dc?! bc 18 O–O–O Rb8 [Plan.] **19 Bf3 Nc5**
[Plan.] **20 Qc2 Bg7 21 Rhe1 Kd8!!**
[Schlieeeemann.]
22 Re2 Kc7
[Schlieeeeeemannnnn.]
23 Ne4 gf 24 Ng5 Rb7 25 b3 Qa5!
[Δ ...Rhb8, ...Rxb3.]
26 Nf7 Rhb8 27 Nxd6 ed 28 e7 Re8 29 Bh5 Rbb8 30 Bxe8 Rxe8 31 Rg1 Bf6 32 Rf1 Ne4 33 c5 Qa3+ 34 Kd1 Nc3+ 35 Ke1 Nxe2 36 Kxe2 Rxe7+ 37 Kf3 Qxc5 38 Qxc5 dc 39 Kxf4 Be5+ 0—1

[Incidentally, I had had scrambled eggs for breakfast, had just listened to a New Order® tape, used a Gausdal biro, and wore matching blue socks.]

Great Queen Traps Of Our Time

by Sarah Young

□ **S.Young**
■ **L.J.Bell (1299 postal)** **corr 1991**
King's Gambit

1 e4 e5 2 f4 ef 3 Nf3 Bc5?

This move is not even good enough to be awful.

4 d4 Bb4+ 5 c3 Ba5 6 Bxf4±

By this time I had already been presented with a piece in the style of the great Geake in my Black game against the redoubtable Mr Bell: 1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 ed Na5 6 Nxf7??, so I wasn't holding out much hope for an exciting struggle.

6...Nf6 7 Bd3 d6?!

7...O-O exposes him to a violent attack after 8 e5 Δ Bxh7+. Probably.

8 Qa4+ Nc6??

8...c6 is box, but 9 Bxd6 increases White's advantage.

9 d5 +-

Don't switch off yet, folks, it gets better!

9...Bb6 10 dc bc 11 Qxc6+ Bd7 12 Qc4 Ng4 13 Rf1 O-O 14 h3 Nf6 15 Nbd2 Nh5 16 Bh2 Qf6 17 O-O-O Be6 18 Qa4 Nf4 19 Bxf4 Qxf4 20 Nd4 Qg3 21 Nxe6

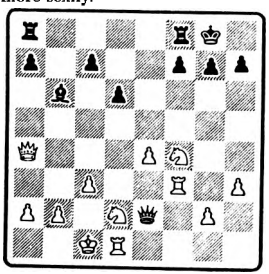
Now, if 21...fe, his disadvantage remains at that of a mere piece, but not satisfied with this ...

21...Qxd3?

Now 22 Nxf8 would leave White a rook up, but instead she spies a Great Queen Trap:

22 Rf3! Qe2

22...Be3 fails to the same move, but possibly even more sexily.



23 Nf4! 1-0

□ **S.Young**
■ **I.Pardoe (1584 postal)** **corr 1991**
Sicilian Sozin

(Hang on a minute, haven't we seen that name somewhere before? - reader's voice)

1 e4 c5 2 Nf3 d6 3 d4 cd 4 Nxd4 Nf6 5 Nc3 Nc6 6 Bc4 e5?!

At this point I paid a visit to the UL to consult ECO, where I found the following continuation: 7 Nde2 (Δ 8 Bg5) h6 8 f3 Be7 9 Bc3 a6 10 Qd2 b5 11 Bd5 Qc7 12 g4! ± Панов - Таразов СССР 1949.

7 Nde2! Bg4N 8 Bg5 a6 9 a4 h6 10 Bxf6 Qxf6 11 Nd5 Qd8 12 O-O Qa5

Most people would have played 12...Be7 Δ ...O-O.

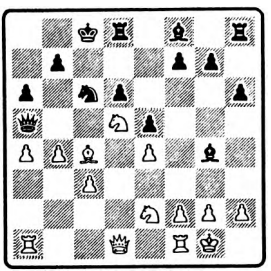
13 c3

Tee hee.

13...O-O-O??

Proposed in jest by my room mate.

14 b4!!!! +-



"Oh dear"—Iris Pardoe. However, my worthy opponent, who appears to be the proprietor of Pardoe's Convenience Store of 83 Foley Road, Ward End, Birmingham, did not yet see fit to resign, and the game continued:

14...Qxd5 15 Bxd5 Bxe2 16 Qxe2 Rd7 17 Bxc6 bc 18 Qxa6+ 1-0

A Bird in the hand is worth two in the Bush

by John Wilson

Flicking through my *Dragon* back issues last term, I happened upon numerous articles by Pete Webster espousing the pure and unalloyed delights he experiences playing postal chess. I could resist the temptation no longer, raced out to invest my life's savings in stamps and postcards, and got down to some serious licking. One of my opponents gave a higher priority to saving money on postage than playing sensible moves, as you can see from the following orgy of carnal pleasures.

□ **J. Bush**
■ **J. Wilson**
Bird's Opening

1 f4

'and if 1...d5 then 2 b3.' I now hurried off to the Trinity College chess club library to borrow Kevin O'Connell's literary masterpiece, *Bird's Opening*. I already began to experience orgasmic bursts of joy as I played through the following continuation: 2...Nf6 3 Bb2? (3 e3!) d4! 4 Nf3 c5 =/=+ 5 Ne5? Ng4 6 Nxg4 Bxg4∓ B.H.Wood-Barcza, Budapest 1948. Now my opponent had considerately offered to play 3 Bb2 in reply to 2...Nf6, but I did not consider the position after 5 e3 (rather than the ridiculous 5 Ne5?) sufficiently rampant to satisfy my red-blooded desires.

1...d5 2 b3 Bg4!?

BCO 2 gives this cunning move an unqualified exclamation mark. The point is to cut across White's plan of playing Bb2 △ Nf3-e5 by chopping off the horse before he gets too frisky. Incidentally, Andrew Soltis' book recommending 1 f4 and 2 b3 as a forced win for White (unless Black has a copy of *A Black Repertoire for the Rest of your Chess Career*, also by Soltis, in which case the result would be hard to predict) is rather quiet on the subject of 2...Bg4.

3 Bb2 Nc6 4 Nf3 N

Improving on the 4 g3?! of Kupreichik-Yusupov, Erevan 1982, after which White got horribly mutilated: 4...e5 (4...f6 5 Nf3 Bxf3 6 ef e5 =+) 5 fe f6 6 Bh3 (6 e6; 6 Nf3) Bxh3 7 cf Nxf6 8 Nxh3 Bc5 9 e3?! (9 d4) d4∓ 10 e4?! (10 O–O) O–O 11 d3 Bb4+ 12 Nd2 Nd5! 13 Qh5 Ne3 14 Ke2 g6! 15 Qh6 Qd7 16 Qh4 Bxd2 17 Kxd2 Ne5 18 Ng5 Rf2+ 19 Kc1 Nxd3+ 20 Kb1 Nxb2 0—1.

4...Bxf3 5 ef

It's already =+ if you believe O'Connell (and this time I think I do).

5...e6 6 Qe2?

The first really awful move of the game. I was expecting something like 6 Bb5, but I still prefer Black. The bishop on b2 looks quite well placed for the time being, but unless he wants to allow Black a free hand in the centre, he is likely to end up having to play d4 whether he likes it or not.

6...Nge7 7 g3

Failing to make my 24 hour time period (to quote my opponent's brother, George) with 7 Qb5? (well, you never know!) a6 8 Qxb7?? Ra7!

7...Nf5

My plan is to play ...Bc5 to stop White castling kingside and so to provoke d4, after which an eventual ...O–O–O △ ...h5-h4 is hard to meet.

8 Bh3

This was accompanied by another conditional: if 8...N(either)d4, then 9 Qd3. Naturally, I was only too happy to oblige.

8...Nfd4 9 Qd3??

9 Qd1□.

9...Nb4! −+

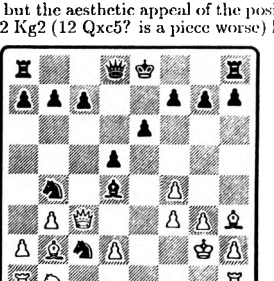
I did not offer the conditional 'if 10 Qxd4 Nxc2+' as I wondered whether he'd notice.

10 Qc3

Offering the amazing 'if 10...N(either)xc2+, then 11 Kf2.' I thought this was a rather peculiar move when I read the card, but it was not until I looked at it on a board three days later that I realised the gigantic proportions of this blunder.

10...Ndxc2+ 11 Kf2?? Bc5+!! 0—1

The exclamation marks are awarded not for depth, but the aesthetic appeal of the position after 12 Kg2 (12 Qxc5? is a piece worse) Bd4!



when White has discovered a highly creative way of losing his queen. After 13 Qxd4 Nxd4 14 Bxd4 Nc2, even the rook on a1 does not survive.

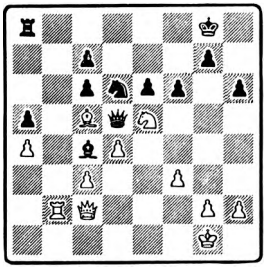
Yet More Disreputable Chess Openings

by Steve Lovell

These two games were played in the weekend tournament held in Cambridge at the beginning of this term. After a fairly disastrous first day, I was very pleased to have 1...Nc6 played against me twice.

□ **S.Lovell**
■ **P.Hutchinson (197)**
Scandinavian Defence

1 e4 Nc6 2 Nf3 d5 3 ed Qxd5 4 Nc3 Qa5
(Strangely enough, the same moves occurred in the game S. Young-A. Hutchinson, from the same round at Cambridge. Stranger still, A. Hutchinson is the father of P. Hutchinson. This family resemblance of opening repertoires is not unique; when Peter Wells informed Heidi Heron at the World Junior last year that the King's Indian Attack was a load of old todge, her entire family felt collectively obliged to give it up – Ed.)
5 d4 Bg4 6 Bb5
6 Be2 may be better, but it gives Black the sort of position he is looking for, with active pieces and pressure on the d4 pawn after he plays 6...O-O-O.
6...e6 7 O–O Bb4 8 Bxc6+ bc 9 Qd3
9 Ne4 Qf5 looked annoying.
9...Bxc3 10 bc Ne7 11 Ne5 Bf5 12 Qf3 Qd5 13 Qg3 Bxc2 14 Ba3
14 Qxg7 O–O–O 15 Qxf7 Rhg8 isn't the sort of position I enjoy playing.
14...Nf5 15 Qg5 h6 16 Qd2
I also considered 16 Qh5 and now:
(a) 16...g6 17 Nxg6 Rg8 (the reason I rejected the move) 18 Nf4 Qe4 19 Rfe1? Qxf4 20 Rxe6+ Kd8 21 Qxf7? Rxg2+ (but much stronger here is 19 Bc1, which, amazingly, looks like the only way to hold on to the knight, and also threatens 20 f3), or
(b) 16...Nd6 (the move my opponent said he had intended to play) 17 Bxd6 g6 18 Qe2 (18 Qh4 g5!?) 18...cd 19 Nxf7.
16...Ba4 17 Bc5 Nd6 18 f3 Bb5 19 Rfc1 O–O 20 Rab1 a5?
(Surely this deserves an "irrelevant move" prize. 20...f6 21 Ng6 Re8 — Ed).
21 Qc2 Bc4 22 Rb2
22 Bxd6 cd 23 Nd7 winning an exchange (23...Bxa2 24 Rb2). I wanted to keep the queen boxed in even longer, which was probably a mistake.
22...Rfb8 23 Rcb1 Rb5 24 a4 Rxb2
He didn't fall for 24...Rxc5 25 Rb8+.
25 Rxb2 f6
White was threatening to invade down the b-file, but this move should lose by force.



26 Bxd6! cd 27 Rb7! f5
27...c5 28 Rxg7 mates.
28 Nd7?
Missing a rather simple win by 28 Ng6 Re8 29 Nf4 Bb3 30 Qxb3 with an extra piece.
28...c5 29 Qb2 cd 30 cd Ba6 31 Rb8+ Rxb8
Much better is 31...Kf7, when White could be struggling. Now the game is drawn, though it takes another dozen moves to prove it.
32 Qxb8+ Kf7!?
If 32...Kh7, White just takes the draw by Nf8+ etc. Taking the e6 pawn at some stage makes no difference.
33 Qf8+ Kg6 34 Qe8+ Kg5 35 Qe7+ Kf4 36 Qh4+ Ke3 37 Qf2+ Kd3 38 Qf1+ Kc3 39 Qxa6 Qxd4+ 40 Kf1 Qd1+ 41 Kf2 Qd4+ 42 Kf1 Qd1+ 43 Kf2 ½–½
43...Qd4+ 44 Kg3!? g5 wasn't worth the bother.

□ **S.Lovell**
■ **N.Foster (200)**
Pirc

1 e4 Nc6 2 Nf3 d6 3 d4 Nf6 4 Nc3 Bg4 5 Be2 g6 6 Be3 Bg7 7 O–O O–O
By not attempting to punish Black's unusual move order, I'd transposed into a much less disreputable opening *(The views expressed in this sentence are not necessarily shared by the editor).*
8 h3 Bxf3 9 Bxf3 e5 10 d5 Ne7 11 Nb5

I thought that, in the King's Indian type of position that was developing, the early exchange of Black's queen's bishop would give me extra defensive possibilities on the kingside *(Yes, but what about having put all your pieces on the wrong squares and played h3? – Ed).*

11...Ne8 12 c4 f5 13 b4 Nf6 14 Qc2

14 Nc3 seems better in view of Black's 17th move.

14...f4 15 Bd2 g5 16 Rac1 h5 17 g4

This was the move I'd been counting on to get me out of trouble, but after Black's reply I felt a lot less pleased with myself.

17...Qd7 18 Qd1 Kf7 19 Kh2 Rh8 20 gh

White's king is not as vulnerable as it might appear – the pawn on h5 is very useful and cannot easily be dislodged. Black's last two moves are probably inaccurate; he should play ...Ng6–h4 before it is too late.

20...c6 21 Bg4 Qd8

21...Nxg4+ 22 Qxg4 Qxg4 23 Nxd6+

22 Nc3 Rh6

Aiming to take the h-pawn and also to swing the rook over to the queenside at some stage.

23 Be6+

At the time I thought this was a cunning check designed to interfere with the coordination of Black's pieces. Now I think it just wastes a tempo *('Patzer sees a check, patzer gives a check' as the saying goes — Ed).*

23...Kf8 24 Bg4 Qe8 25 c5! dc

Black would probably be better off trying to hold on by 25...Rd8.

26 bc cd 27 ed Nexd5 28 Nxd5 Nxd5 29 Qb3 Qf7 30 Bf3 Rd8 31 Ba5 b6 32 Rfd1 ba 33 Rxd5 Rc8

The c-pawn gives White a crushing advantage. 33...Rxd5 34 Bxd5 changes nothing.

34 c6 e4 35 c7 Bf6 36 Bg4 1–0

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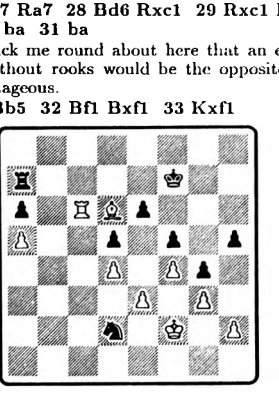
April Fool

by John Wilson

□ **J.Wilson**
■ **D.Rosen (184)** **Sutton 1991(7)**
Dutch Stonewall

1 d4 f5
The Dutch has become quite popular with my opponents of late, but this has so far failed to motivate me to learn a decent line against it.
2 g3 Nf6 3 Bg2 e6 4 Nf3 Be7
The recent revival of the Stonewall at the top level by players such as Short and Yusupov is mainly associated with the development of the bishop on d6.
However, your average 180 does not worry himself about such refined matters as opening theory, and so this idea has only been played once against me.
5 O–O O–O 6 c4 d5 7 Nc3
This introduces my standard, naïve, all-purpose 'plan' against the Dutch, which continues with 8 b3 and 9 Bb2, after which I tend to wonder why none of my pieces are where I want them.
As usual, I blame *An Opening Repertoire for White*, for encouraging me to play yet another bad line *(Jon making excuses? Surely not! – Ed).*
Alternatives are 7 Nbd2 or the immediate 7 b3, with or without the idea of 8 Ba3.
7...c6 8 b3?!
This move prepares to put the bishop on a bad square and weakens f4 as well. 8 Bf4 and 8 Bg5 are more purposeful.
8...Bd7
The game Flohr–Botvinnik, match 1933 was rather drastic: 8...Qe8 (this is a bit basic; Bellin recommends 8...a5 or 8...Ne4) 9 Bb2 Nbd7 10 Qd3 (10 Qc2) Qh5 11 cd (if White has to play this, he's in trouble already) ed 12 Nd2 Ne4 13 f3 Nxc3 14 Bxc3 f4! 15 Rfe1 Bd6 16 Nf1 Rf7! 17 e3 fg 18 Nxg3 Qh4 19 Nf1 Nf6 20 Re2 Bd7 21 Be1 Qg5 22 Bg3 Bxg3 23 Nxg3 h5! 24 f4 Qg4 25 Rf2 h4 26 Bf3 hg 27 Bxg4 gf+ 28 Kg2 Nxg4 29 h3 Nf6 30 Kxf2 Ne4+ 0–1
9 Bb2 Be8 10 Ne5 Nbd7 11 Nxd7 Qxd7 12 e3 Bh5
Black has developed his bad bishop, and no doubt felt very pleased with himself for knowing this cunning manœuvre. However, I don't think my position deserves this much respect, and the time lost by the bishop's wanderings has allowed me to make some useful moves.
13 f3 g5
How disrespectful.
14 Qd2 g4
Closing the position so as not to get blown apart by 15 e4. Black's kingside 'attack' is over before it started, and has left his bishop looking **really** stupid.
15 f4 += Bg6 16 a4 Bb4
I must confess I was so pleased to be getting rid of his good bishop that I missed this move.
17 Ba3 Bxc3 18 Qxc3 Rfc8 19 Rfc1 Be8 20 Qb4
I neglected to announce 'Plan', but my opponent declined to claim a draw, as he needed a win for a part rating *(Fat chance! – Ed).*
20...Qf7 21 Qe7 h5 22 Qxf7+ Kxf7 23 Bd6 b6 24 Be5 Nd7 25 b4 a6 26 cd?
It is definitely wrong to release the tension like this. 26 b5? fails to 26...ab 27 ab (27 cb c5) Rxa1 28 Rxa1 Nxe5 29 fe dc, but a calm move such as 26 Kf2, intending to march to d3 to prepare b5 while retaining an option on h3, would preserve White's advantage, since Black can't move much in the meantime.
26...cd □
A postal grade of 1400 to anyone who would have played 26...ed?? allowing 27 Rxc6! +–
27 Bc7 Ra7 28 Bd6 Rxc1 29 Rxc1 Nf6 30 a5 ba 31 ba
It struck me round about here that an ending without rooks would be the opposite of advantageous.
31...Bb5 32 Bf1 Bxf1 33 Kxf1



This is not going to plan any more. However, I had not accounted for my opponent's supernatural powers.

33...Ne4 34 Rc6 Nd2+

You don't need to read books with off-putting titles like *Exchanging to Win in the Endgame* to evaluate the position after 34...Nxd6.

35 Kf2 Nf3

(See diagram above)

Not satisfied with the passive nature of his rook, he goes the wrong way with his horse. 35...Nc4 gives rise to a position that I don't understand, but I think I should survive, for example: 36 Bc7 Rb7 (36...Ra8 37 Bb6 Ke7 38 Rc7+ Kd6 39 Rb7) 37 Bb6 Ke7 38 Bc5+ Kd7 39 Rxa6 Rb2+ 40 Kg1 Nxe3 41 Rd6+ Kc7 42 Rxe6 Rg2+ 43 Kh1 Re2 (plan) 44 Re7+ Kc6 45 h3 gh 46 Rxe3 =. In his efforts to play for a win, he gets confused and starts playing hard for the loss instead.

36 Kg2 h4 37 gh Nxh4 38 Kg3 Ng6

Now he notices that 38...Nf3? loses to 39 h3 Nd2 40 hg fg 41 Kxg4 Nc4 42 Bc7 Nxe3 43 Kg5 Δ Bc7-b6-c5, Rc7+, Kf6.

39 Bc5 Ra8 40 h3 gh 41 Kxh3 Rh8+

Patzer sees a check ...

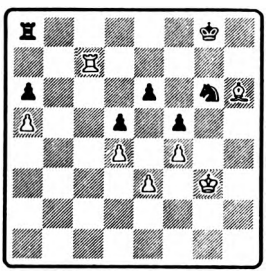
42 Kg3 Ra8 43 Rc7+ Kg8

43...Kf6 44 Bd6 Δ 45 Be5+, Re7; 43...Ke8 44 Rg7 Nf8 45 Kh4 etc

44 Be7 Kf7 45 Bg5+ Kg8

45...Kf8 46 Bf6!; 45...Ke8 46 Rg7 Nf8 (46...Nh8 47 Rg8+) 47 Re7+

46 Bh6!?



46...Rb8?

It's his last move before the time control, and oh dear! Isn't it limp? The alternatives were not too enticing, however: 46...Nf8 47 Kh4; 46...Nh8 47 Rg7+; 46...Kh8 47 Rc6 (47 Bg7+ Δ Bf6 is also possible) Kh7 48 Bg5 Nf8 49 Be7.

47 Rg7+ 1–0

Humorous Pranks

by John Wilson

□ **J.Wilson** **Letchworth**
■ **J.G.Jones (170)** **QP 1991(3)**

Queen's Gambit Exchange

1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 cd ed 5 Bg5 Nbd7 6 e3

Better than 6 Nxd5?? Nxd5 7 Bxd8 Bb4+

6...c6 7 Bd3 Be7 8 Nge2 O–O 9 Ng3!? h6

9...Ne8 10 h4 Ndf6 11 Qc2 Be6 12 Nf5 Bxf5 13 Bxf5 Nd6 14 Bd3 h6 15 Bf4 Rc8? 16 g4 ± was Alekhine–Capablanca, Buenos Aires m(32) 1927.

10 h4

This is the point of playing 9 Ng3 rather than the banal 9 Qc2; the observant reader should be able to work out why White has just left his bishop en prise.

10...Re8?! N

Better is 10...Nb6.

11 Nf5 Nf8?! 12 Nxe7+ Qxe7 13 Qf3 hg

He can't resist the temptation any longer.

14 hg Ne4 15 Bxe4 de 16 Qh5

Plans.

16...Ng6??

16...f5□ 17 g6 Nxg6 18 Qxg6 leaves Black on the board somewhat longer.

17 Qh7+ Kf8 18 Qh8+! Nxh8

'Extra queen and bishop' – J.G.Jones.

19 Rxh8# 1–0

Maiming The Sämisch

by Stephen Cook

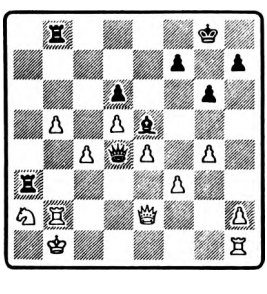
After searching Cambridge for this season's scoresheets — i.e. looking under my bed, in each of those big stacks of paper on the comfy chairs, in the green file under the sink, even on my desk — I selected the games which:

a) were won or drawn by me,
b) but not because because my opponent made a series of horrendous mistakes,
c) and aren't terminally boring,
d) and were even played against people with three-digit grades.

Here's the amazing portfolio — it was played in January.

□ **T. Vout**
■ **S. Cook**
CUCC Championship 1991, Round 4
King's Indian Sämisch

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 f3 O–O 6 Be3 e5 7 Nge2 Nc6
[7...c6 is more common, continuing 8 Qd2 Nbd7 9 O–O–O a6, etc.]
8 d5 Ne7 9 Qd2 c5 10 O–O–O a6 11 Kb1 Rb8 12 Nc1
[This seems a bit passive. Perhaps 12 g4 or 12 h4 would have been better.]
12...Nh5
[The point of this move rapidly becomes apparent.]
13 g4 Nf4
[I decided to sacrifice a pawn to bring my bishop into the game.]
14 Bxf4 ef 15 Qxf4 b5
[This loses another pawn, but now I have my rook and bishop pointing at b2.]
16 cb ab 17 Nxb5 Be5 18 Qd2 Bd7 19 a4 Nc8 20 Na2 Nb6
[20...Na7 21 Nac3 Bxc3 22 Qxc3 Nxb5 23 ab Bxb5 24 Bxb5 Rxb5 =]



21 b3 Qf6 22 Qg2 Ra8 23 Rc1 Bf4
[This may be dubious, but I really wanted my queen and bishop the other way round.]
24 Rc2 Rfb8 25 Nac3 c4! 26 Bxc4 Nxc4 27 bc Qd4 28 Qe2 Bxb5 29 ab?
[29 Nxb5 followed by Rb2 is much better.]
29...Ra3 30 Na2 Be5 31 Rb2
(See last Diagram)
31...Rb3! 32 Rxb3 Qa1+ 33 Kc2 Qxa2+ 34 Kd3 Qxb3+ 35 Kd2 Qc3+ 36 Kd1 Qa1+ 0—1
[After Tom spent about five minutes analysing his endgame chances.]

Treasurer's Report 1990–1

by Jim Totty

This year has been an excellent one for CUCC financially, with the accounts very comfortably breaking even. Membership is at record levels, easily ahead of the figures set in 1988–89. Sponsorship for *Dragon* surpassed all expectations, and this looks set to continue next year. Travel expenses were below budget due to early exits from the National Club Competitions, and the Varsity matches were kindly sponsored again by Watson, Farley and Williams.

We finally seem to have sorted out our BCF affiliation problems — we should have BCF registration cards within the next few weeks, and we can at last start paying money out to them. The latest SCCU bulletin says that the BCF is some £7000 behind on levy payments this year, which is not hard to believe. Instead of trying to collect the money, they have instead put affiliation fees up by 70% for 1992.

Our good position at the bank has enabled £200 to be put aside to replace old equipment this summer. The net result is a profit of £2.39 on our turnover of £2150 for the 1990–1 season.

All the above is in stark contrast to the position of the club ten years ago, when most years saw three figure losses and bailing-out appeals to the Societies Syndicate for cash to pay off the overdraft. This year, I have shown conclusively how easy it is for CUCC to run at a surplus if the committee are prepared to invest time and effort in the club. Let us hope that this continues!

Winning with the von Hennig Schara Gambit

by Sarah Young

(We proudly present an exclusive preview of Miss Young's forthcoming Batsford book - Eds)

The von Hennig Schara Gambit (1 d4 d5 2 c4 e6 3 Nc3 c5 4 cd cd!?) is a remarkably unpopular and widely reviled attempt by Black to seize the initiative after 1 d4. Branded by BCO as a "lively bit of speculation," Informator doesn't even descend to printing any games in it. However, I believe this attitude owes more to a conspiracy among frightened 1 d4 players than to any defect of this dynamic and aggressive opening. To prove that unlike certain authors I actually play the openings I recommend, there follow examples of my experience in the line.

□ **G. Gibson**
■ **S. Young**
York 1991 (2)

1 d4 d5 2 c4 e6 3 Nc3 c5 4 cd cd 5 Qxd4

5 Qa4+ Bd7 6 Qxd4 ed 7 Qxd5 transposes to the main line.

5...Nc6 6 Qd1 ed 7 Nf3

The lily-livered scoundrel does not even dare to take the pawn, so scared is he of the horrific fate that would await him.

7...Bd7

7...d4! would have taught him a lesson. However I was trying to get a Hennig Schara proper. 8 Bg5 Qa5 9 Qxd5 Bc5 gives Black reasonable compensation, in a typically random position.

8 e3 Bc5 9 b3 Nf6 10 Bb2 Qe7 11 Nxd5

White finally succumbs to temptation.

11...Nxd5 12 Qxd5 O–O–O 13 Qd1

Instead of the overly cautious 13...Kb8? actually played, after which White was able to struggle on to move 28 before capitulating, a more appropriate finish would have been 13...Bb4+! 14 Ke2 (14 Nd2 Bf5 15 Bc1□ Bc3 "extra rook") 14...Bg4 15 Qc1 Rd2+ "extra queen".

□ **J. Anderson**
■ **S. Young**
Chester 1991 (3)

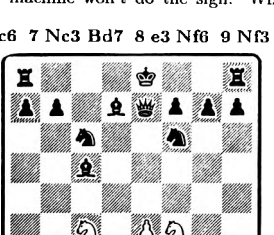
1 d4 d5 2 c4 e6 3 Nc3 c5 4 dc

This cowardly capture away from the centre is best met by 4...d4.

4...Bxc5 5 cd ed 6 Nxd5

If 6 Qxd5 Qb6 "with compensation." This stupid machine won't do the sign. What a con.

6...Nc6 7 Nc3 Bd7 8 e3 Nf6 9 Nf3 Qe7



White unwittingly transposes to the main line normally reached by means of 1 d4 d5 2 c4 e6 3 Nc3 c5 4 cd cd 5 Qa4+ Bd7 6 Qxd4 cd 7 Qxd5 Nc6 8 Nf3 Nf6 9 Qd1 Bc5 10 e3 Qe7. Black's lead in development gives her sufficient compensation for a measly pawn that would only get in the way were it still on the board.

10 a3 N

White takes care to avoid the... Bb4 of Gibson — Young, but she cannot spare the time to play such cringing moves. 10 Be2 is normal.

10...O–O–O 11 Bb5 a6

11...Bg4 is better.

12 Bc4 Be6 13 Qc2? Bxc4 14 Na4 b5

Attempts to keep the piece by 14...Na5 would come to nought: 15 Nxc5 Qxc5 16 b4.

15 Nxc5 Qxc5 16 Bd2??

16 b3 is box, but Black remains a pawn up. White insultingly plays on.

16...Qd6 17 O–O–O Qe7 18 Bc3 Rxd1+ 19 Rxd1 Kb7 20 Bxf6 Qxf6 21 Nd4 Nxd4 22 Rxd4 h6 23 b3 Be6 [Plan] **24 b4?? Rc8 25 Qxc8 Bxc8 26 f4 Qc6+ 27 Kd2 Qxg2+ 28 Kd3 Qxh2 29 Rd8 Bg4 30 Re8 Qe2+ 31 Kc3 Qe1+ 32 Kd4 Qa1+ 33 Ke4 f5+ 34 Kd5 Bf3+ 35 Kc5 Qc3+ 36 Kd6 Qf6+ 37 Kc5 Qc6+** 0–1

Losing With The Andrew Martin

by "King's Indian"

The problem with the Andrew Martin Defence is that, quite honestly, it's crap.

Long strings of losing analysis, the wrong assessment at the end of each variation, little or no success, and the player gives it up, disgusted. Perhaps the only time he'll take it up again is when he needs to sac some grading points. Fine. But what has he earned?

So the object of this article is to make life as short as possible for the reader. We wrote it, as we would like our opponents to read it. Suicidal maybe, but hopefully that much more accessible.

A seasoned Andrew Martin player could adapt some of this repertoire around his own losses. Those less familiar with the opening should not touch it with a bargepole.

But if you can pick up the spirit of the Andrew Martin, and, perhaps, the atmosphere of depression, hypertension, bluff and recklessness which surrounds this excellent opening, then the object of this article will have been achieved.

King's Indian
Cambridge, April 1991.

□ **Stephen Lovell**
■ **Jeff Dawson (165)**
Norfolk Quickplay, 1990

1 e4 e6 2 d4 d5 3 Nc3 de 4 Nxe4 Bd7 5 Nf3 Bc6
[I was very pleased to see that the AMD had reached the wilds of Norfolk.]
6 Neg5
[This move had been suggested to me by Phil Crocker as an anti-Totty weapon.]
6 ..Be7
[6...Nf6?? 7 Ne5; 6...Bxf3?? 7 Qxf3.
6...h6 occurred in Lovell—Totty, 5 minute game, Swansea 1991. There followed 7 Nxf7 Kxf7 8 Ne5+ Kf6?! 9 Qg4 Qc8 10 h4 g6 (1—0, 21). However, I can't put this forward as a refutation, as the very next game in this line between these two players ended in a crushing win for Black.]
7 Bc4 Nd7 8 Qe2 Bxg5 9 Nxg5 Qe7 10 O–O O–O–O
[Black has avoided all the cheapoes, but still stands slightly worse. White's next move starts vigorous action on the queenside.]
11 b4 Nb6 12 Nxf7?
[This doesn't work. White had to settle for 12 b5 with a definite edge.]
12...Nxc4 13 Nxd8 Bd5
[Oops.]
14 Nxb7 Kxb7 15 a4
[If anyone can think of a better plan, then I'd be glad to know of it.]
15.. Nf6 16 Bf4 g5 17 Be5 Rg8 18 b5 g4 19 a5 Nd7 20 Rfd1 Ndxc5 21 de Qc5
[Black is clearly better: the bishop and knight dominate the board. But he later blundered horribly and lost, clearly unnerved by obtaining a winning position with the AMD.]
[Lovell]

□ **Martin Hazelton (Oxford, 189)**
■ **Jim Totty**
BUPCA 1991 (1)

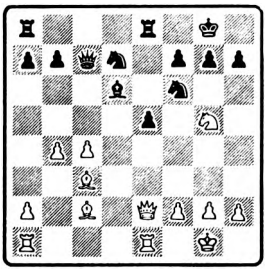
1 e4 e6 2 d4 d5 3 Nc3 de 4 Nxe4
[The Rubinstein System, advocated by Nimzowitsch, who liked to follow up with 4...Nd7 and a fianchetto of Black's queen's bishop, e.g. 5 Nf3 Ngf6 6 Bd3 Nxe4 7 Bxe4 Nf6 8 Bd3 b6 9 Bg5 Bb7 10 O–O Be7 (Tarrasch–Mieses, Berlin 1916 (1–0, 19)). The Andrew Martin cuts through all the hassle.]
4 ..Bd7! 5 Nf3 Bc6 6 Bd3 Bxe4 7 Bxe4 c6 8 O–O Nf6 9 Bd3 Bd6
[Departing from the seminal game Spassky–O'Kelly, San Juan 1969. Suetin dismisses the whole variation with "Although Black's position does not show any weakness, it is difficult to defend." The authors are not deterred by such waffle.]
10 Re1 Nbd7 11 c4 Qc7 12 Bd2 O–O
[The choice of which side to castle on is always the tricky bit. Castling queenside invites White to push pawns to a5 and b5, and Black can kiss his butt goodbye. If White is not in the hacking mood, Black gets time to prepare ...c5 or ...e5, with excellent counter-attacking chances.]
13 Bc3 Re8
[An interesting new idea is 13...a6 Δ ...b5. This hits at the c4-pawn and weakens the White control of d5, where a Black knight hopes to settle. The move played is too passive — it does nothing to prevent a future White occupation of e5.]
14 Qe2 c5!?

[In return for the d4–pawn, the Bc3 becomes very active. A better plan for Black would have been to hit c4 and then occupy d5, as discussed above.]

15 dc Nxc5 16 Bc2 e5 17 b4

[An annoying little move, but it does open up the possibility of counterplay against the White queenside majority.]

17...Ncd7 18 Ng5



[In this position, à la Watkin–Jones, I thought that I was a lot worse than I actually was. Fortunately though, Adam hadn't yet played his TN of resigning in a marginally worse position, so I blithely played on.

If Black can play and then hold ...e4, then he will have an excellent position, especially with a timely ...a5, breaking up the White queenside. At the moment though, the Ng5 is about to come to e4, and the blockade will be hard to lift, e.g. 18...h6 19 Ne4 Nxe4 20 Bxe4 a5 +=.]

18...e4 19 Nxe4 Nxe4 20 Bxe4 Bxh2+ 21 Kh1 Be5

[The snag is that I am still left without a concrete plan other than swapping off the dark-squared bishops. White is about to play Qh5 and Maginnis my king. After the game, we found 21...Re6! with a myriad of continuations, e.g.

(a) 22 g3? Bxg3! 23 fg Qxg3 24 Bd2 Rae8 -+

(b) 22 Qg4 Be5 23 Bxe5 Rxe5 *(not 23...Qxe5 24 Bxh7+)* ∞

(c) 22 Qg4 Ne5 23 Bxe5 Bxe5 24 Rc1 Rac8, when 25 g3 h5!! and 25 Rc2 Bd4 are both ∓.]

22 Rc1 Qd6 23 Qd2 Qxd2?

[When all of Black's chances lie in an attack, swapping off into a lost endgame is very gormless.]

24 Bxd2 Rab8 25 c5 Bd4 26 Kg1 Nf6 27 Bf3 Red8 28 Bf4 a5 29 Bxb8 Rxb8 30 b5 Nd7 31 Red1 1—0

[Totty, Lovell]

(Jim Totty in a somewhat better position — Ed)

Exciting King's Indian Bijou

This game, oddly enough, failed to find its way into Andrew Martin's great book:

□ **J. Levitt** *Glasgow Open*
■ **A. Martin** *Rd 3, 1989*

King's Indian Sämisch

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 f3 O–O 6 Be3 e5 7 d5 Nh5 8 Qd2 Qh4+ 9 g3 Nxg3 10 Qf2 Nxf1 11 Qxh4 Nxe3 12 Ke2 Nxc4

[An interesting Queen sacrifice which was first played by Bronstein.]

13 Rc1 Na6 14 Nd1 Nb6 15 Nh3 f6 16 Ne3 Bd7 17 Nf2 Nc8

[Given the "!" treatment by Seirawan in Informator 47.]

18 Nd3 N

[18 Rc3?! was played in Kasparov–Seirawan, Barcelona 1989.]

18...c5 19 Qg3! Bh6?! 20 h4 Bb5 21 a4 Bxd3+ 22 Kxd3 Nb4+ 23 Ke2 f5 24 h5! Bxe3 25 hg h6 26 Rxh6!! Bxh6 27 Qh3 Kg7 28 Rh1 Bg5 29 Qh7+ Kf6 30 Qd7! Bh6 31 Rxh6 1—0

I Fought The Law

by Philip Fallon

I pondered at length over what would make suitable material for my first ever article in that most illustrious of chess bulletins, *Dragon*.

What on earth could I write about that would keep you glued to your chessboards? After all, how can one possibly compete with such masterpieces as "I Used To Be A Transvestite ...", "Snooker Without Balls" or "Discovering You Are A Lemming"? In my desperation, I was suddenly struck by a wave of realism: who is going to be reading my article when they could be reading the latest "Koopa" offering? "Let's face it," I thought, "my piece will be printed at the back, unread and unloved, between the numerous Totbits sagas." Even my Mum won't read it! ('cos she doesn't play chess). So I decided, as I'm the only person who'll ever read this, I'd write about something that would keep **me** entertained — a couple of exciting victories in my fave opening, the King's Gambit.

I will now set the scene for those sympathetic readers who have kept with me through my pitiful introduction. The first game comes from my Cambridge Universityshire début, on board 13 against Hertfordshire last November.

□ **P. Fallon (164)**
■ **S. Law (172)**
King's Gambit, Kieseritzky

1 e4 e5 2 f4! ef 3 Nf3 g5 4 h4 g4 5 Ne5 Nf6 6 d4 Nxe4!?

[6...d6 and 6...Bg7 are more common.]

7 Bxf4 d5

[7...d6 can be met with 8 Nd3 (transposing into a roughly equal main line) or, more simply, by 8 Nxg4. 7...d5 is actually a main line (although neither of us knew this at the time), normally reached by 5...d5 6 d4 Nf6 7 Bxf4 Nxe4.]

8 Nd2

[8 Nxg4? Qe7 Δ ...Nc3+, ...Ng3+, ...Qb4+.]

8...Bf5

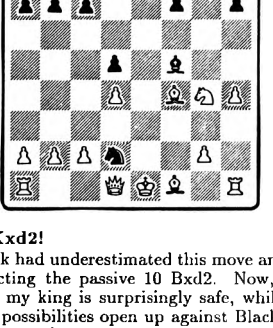
[Theory prefers 8...Nxd2, to take the pressure off the g-pawn (the direct 8...h5 leaves White far ahead in development after 9 Nxe4 de 10 Bc4), but after 9 Qxd2 Bd6 10 O-O-O Be6 11 Bd3 followed by Rde1, analysis shows that White soon regains a pawn.]

9 Nxg4

[A more obvious way of regaining the pawn than the recommended 9 Bd3 and 10 Qe2.]

9...Nxd2

[9...Qe7 can be met by 10 Ne3 (not 10 Q/Be2? Bg4).]



10 Kxd2!

[Black had underestimated this move and was expecting the passive 10 Bxd2. Now, however, my king is surprisingly safe, while tactical possibilities open up against Black's exposed king.]

10...Rg8

[Black has to be careful to avoid lines such as: (1) 10...Nc6 11 Qe2+ Qe7 *(11...Ne7 12 Nf6#; 11...Be7 12 Nf6+ Kf8 13 Bh6#)* 12 Nf6+ Kd8 13 Nxd5 *(13 c3 Qxf6 14 Bg5 Bh6!)* 13...Nxd4 14 Qe7+ Bxe7 15 Bxc7+ & 16 c3 ±; (2) 10...Be7 11 Qe2 Nd7 *(to prevent 12 Nf6+. Not 11...Bxg4 12 Qxg4 Nc6 13 Qg7! ± e.g. 13...Bf6 14 Re1+)* 12 Re1, with a comfortable grip on Black's position; (3) 10...Nd7 11 Bg5 *(11 Qe2+ Qe7 12 Bg5!?)* 11...f6?! *(11...Be7 is clearly better)* 12 Qe2+ Kf7 *(12...Q/Be7 13 Nxf6+!)* 13 Nh6+ Kg6? *(best is 13...Bxh6 14 Bxh6 Δ Qh5 +-)* 14 h5+! Kxg5 15 Qe3#.

The move played offers a dangerous exchange sacrifice after 11 Bg5 Rxg5 12 hg *(12 Qe2+!?)* Qxg5+ 13 Ne3. However, on further inspection it may prove unsound, e.g. 13...Bh6 14 Qf3 Nc6 *(14...Bg4 15 Qg3 Δ Rxh6!; 14...Be4 14 Qh3)* 15 Bb5 Δ Rxh6, Qxf5.

Naturally, I didn't see all the above analysis at the board, and chickened out of 11 Bg5 (sensibly, as 11...Be7 is a strong and superior defence), and went for the bishop pair with ...]

11 Nh6 Qf6

[My opponent considered 11...Bxh6 12 Bxh6 Qf6 to be an improvement. I couldn't see why, as 13 Qe2+ Δ 14 Qe3 seemed fine for White (but see also the note to Black's 13th).]

12 Nxf5

[12 Nxg8? Qd4+ Δ ...Qxf4.]

12...Qxf5 13 Qf3

[Around here, we adjourned for tea and biscuits. While chatting with my opponent, we both agreed that the position seemed fairly even, and dull compared to some of the lines we could have ventured into. My intuition told me that both kings would shelter on the queenside whilst all the major pieces got exchanged on the kingside.

Luckily, I was completely wrong!]

13...Nc6

[Trying to get the king off the open file with 13...Kd7 allows 14 g3! Δ Bh3 ±: if 13...Rg4 14 Re1+ *(or 14 g3, but not 14 Bxc7 Bh6+ Δ ...Rxd4, ...Qxf3)* 14...Kd7 *(14...Kd8 15 Bxc7+! & Qxf5; 14...Be7 15 g3)* 15 g3± Bh6!? 16 Bh3 Rxf4 *(16...Bxf4+ 17 gf)* 17 gf! *(17 Bxf5+ Rxf5+ ∓)*.

The alternative 13...Be7 allows the simple 14 Bxc7, so we may conclude that Black should indeed have played 11...Bxh6 12 Bxh6 Qf6 13 Qe2+ Kd7 14 Qe3 *(14 Qb5+ Kc8 15 Be3 c6 =)* 14...Nc6, when his position is far more active than in the game due to White's poorly placed dark-squared bishop and Black's pressure on d4.]

14 Re1+ Kd7??

[14...Be7 (protecting the king) had to be tried, when either 15 Bd3 or 15 Bb5 should maintain an edge for White.]

15 Bd3 Rxg2+?!

[Black was destined to lose material anyway, so he tries this sacrifice. 15...Qg4 is appalling, as 16 Qd5+ Δ 17 Bf5+ wins the queen, but Black can minimise his loss to a single pawn with 15...Qf6 16 Qxd5+ Bd6 *(What about 17 Bf5+ Kd8 18 Bg5? - Ed)*. The move played is tolerable if White plays 16 Qxg2, allowing 16...Qxf4+. However ...]

16 Kd1! Qf6

[Black had no other option, as 16...Qg4 allows 17 Qxg4+ Rxg4 18 Bf5+.]

17 Qxg2 Qxf4 18 Qxd5+ Bd6 19 Qf5+ Qxf5 20 Bxf5 Kd8 21 Rhg1 Ne7

[Or else Rg8+.]

22 Bxh7 **1—0**

[A sensible decision when one is behind on material, on the clock, and has no counterplay to meet White's plan of pushing his h-pawn.]

Ahh — that was a good game, and, as we went over it, my opponent gave me the impression he had enjoyed it as much as I had (well, almost: he was the loser!).

Well, normally the story would end there with "and they all played chess happily ever after," but no! ("What! There's more?" I hear you cry).

Indeed, before five months had elapsed, I was playing in the Bourne End tournament — noted for its small (yet perfectly formed!) sections of around twenty similarly-graded players, huge wads of prize money (see later), and only 45 minutes per game.

Now the first round had gone badly, as I got run into the ground in an Exchange Lopez (Thanks Mr. Moore, I loved every minute of it!). Despite this setback, before I knew what hit me, I had hacked and swindled my way through Rounds 2 & 3 to reach 2/3. A win in the next round would give me a shot at the tournament leader! Who was the man fate chose to stand against me? Yes, you've guessed it ...

□ **S. Law (172)**
■ **P. Fallon (164)**

1 e4 e5 2 f4!

[Wait a minute, haven't we seen this before somewhere?]

2...ef

[I could hardly turn down such a challenge.]

3 Bc4 Nf6 4 Nc3 c6 5 Bb3 d5

[Considered to be the strongest defence to White's third move.]

6 ed cd 7 Qf3!? N

[Theory assesses 7 d4 Bd6 8 Nge2 or 8 Nf3 as roughly equal, but warns against 8 Nxd5 Nxd5 9 Bxd5 Qa5+.

The text move puts pressure on both f4 and d5, but does bring White's queen out before his development is complete.]

7...Bd6

[7...Bg4, aiming to gain time on the queen, allows 8 Qxf4 Bd6 9 Qe3+, when 9...Kf8 hems in the Rh8 and 9...Kd7 10 Nge2 leaves Black's king as open as White's.]

8 Nxd5 O-O

[8...Bg4 9 Nxf6+ Δ Qxg4.]

9 Ne2

[Around here, both players seem to have a distinct lack of interest in the pawn on f4. This is not to say that it was irrelevant to our plans, but simply that in Quickplay chess the initiative is a distinct plus, so we see both players concentrating more on rapid development.

Looking back, I feel that defending the pawn with ...g5 is actually stronger, and correspondingly that White should have played Ndxf4 when he had the chance.]

9...Nc6 10 O-O g5

[At last, now that White has castled kingside, h4 and g3 are not such serious threats. Without these options, my pawns will prevent the queen's bishop from getting into the game.]

11 Nxf6+?

[Completely unforced and unnecessary: d4 makes more sense.]

11...Qxf6 12 c3 Bf5

[Still concentrating on simple development before attacking. There is a danger of pushing the g and f pawns too soon and either losing them or exposing my king as much as White's. Where they stand, they keep White cramped while I can develop freely.]

13 d4 Rae8 14 Bd2 Kh8 15 Kh1 Be4 16 Qf2 Bd3 17 Rfe1

[Unpinning the knight, unlike 17 Rae1. White plans to move the knight and make a challenge for the e-file, as the exchange of rooks would tend to ease the congestion of his position.]

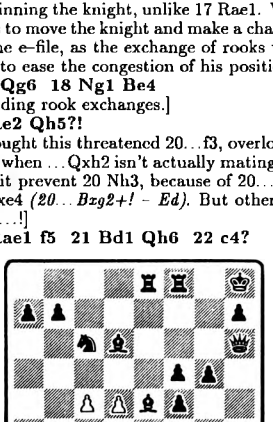
17...Qg6 18 Ng1 Be4

[Avoiding rook exchanges.]

19 Re2 Qh5?!

[I thought this threatened 20...f3, overlooking 21 gf when ...Qxh2 isn't actually mating. Nor does it prevent 20 Nh3, because of 20...Qxh3 21 Rxe4 *(20...Bxg2+! - Ed).* But other than that ...!]

20 Rae1 f5 21 Bd1 Qh6 22 c4?



[An ambitious central push which lets my knight into the game.

It would have been safer to prevent 22...g4 (which is possible now that f4 is defended twice) with 22 Nh3 or 22 Bc2 g4 23 Bxe4, since 23...g3 fails to 24 Qxg3.

In both these lines and the game, I cannot say for certain whether Black is winning or if White's resources are sufficient, despite many hours of investigation. As it was, deep analysis was no longer possible in the game, as both of us had but a few minutes left on the clock.]

22...g4 23 Nf3 Nb4?!

[I avoided the obvious 23...gf, as after 24 gf my bishop on e4 is lost and my kingside pawns are broken and no longer a threat. However, it may be Black's most promising continuation, as, after 24...Nb4, both 25 fe Nd3 (Δ ...Nxe1) and 25 Bxb4 Bxb4 26 fe *(else Be4 moves)* 26...Bxe1 win Black the exchange for a pawn, and 25 d5? allows 25...Nd3 26 Bc3+ (26 Qd4+ is no better) 26...Be5, and White's position caves in.

After the game continuation, White should not meet the threat of ...Nd3 with 24 Bxb4? Bxb4 25 Nd2 g3 26 Qg1 Bxd2 27 Rxd2 f3! *(Δ ...Qxd2 and ...f2 -+),* but with 24 Ne5!. I originally intended to meet this with 24...Bxe5 *(24...g3? 25 Qxg3)* 25 dc? Nd3, overlooking 25 Bxb4! completely. This strong move seems to save White, with both 25...f3 26 gf Bxf3+ 27 Kg1 *(Δ Bxf8, de)* and 25...g3 26 Qg1□ f3 *(26...Bxd4 27 Qxd4 Rf6 28 Qxf6+ Qxf6 29 Bc3 Re5 30 Rxe4 de 31 Rxe4 +-)* 27 de *(not 27 gf?? Bxf3+ 28 Rg2 gh 29 Qf1 Bxg2+ 30 Qxg2 Rg8 Δ 31...Rg1+ -+, but 27 Bxf8 followed by removing the bishop should also leave White an excess of material)* being good for White.

White however continued with a central break aimed at my king ...]

24 d5?! Nd3 25 Qd4+ Kg8 26 Bc3?

[The final error: White needed to play 26 Rf1, when Black can play 26...Bc5 *(not 26...Qh5 27 Bc3!)* 27 Qc3 Qh5, Δ ...gf (or ...f3 if the knight moves).]

26...gf! 27 gf

[27 Qh8+ Kf7 doesn't lead anywhere.]

27...Bxf3+ 28 Kg1 Bc5 29 Rxe8 Qg6+! 30 Kf1 Qg2# 0—1

What a tactical battle, very much in the style of the King's Gambit! To his credit, my opponent was genuinely impressed with the game and wished me luck in the last round. Sadly though, I lost terribly against the tournament winner, and had to settle for a share of 3rd place, worth £2!

I hope you've enjoyed reading these games as much as I enjoyed playing them. I would also like to thank my opponent, without whom these two beautiful games would not have happened, and look forward to playing him again. I have no choice, for no-one can escape the long arm of the Law ...

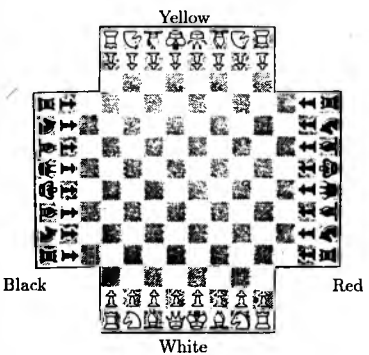
Four–Handed Chess

explained by Jim Totty

On 18th March 1892, Cambridge University Chess Club beat London 4—2 at four-handed chess.

The Insurance Chess club of London has challenged us to a return match on 18th March 1992, so we need to put together a team, build a board and learn how to play.

Four–Chess is one of the many witty variants that the Victorians dreamt up when they were bored with the normal game. Teams of two play, seated facing each other as in Bridge, at an extended board, as shown here:



White moves first, and play proceeds in a clockwise direction. To win, you have to checkmate *both* of your opponents simultaneously, partners using their forces jointly, without any antagonistic influence over each other (i.e. Black and Red kings could meet on touching squares). A mated player's pieces remain immobile on the board — they cannot be taken. If, at any time, one of the mating pieces is moved, captured or blocked, then the mate is lifted, and the "mated" player rejoins the game without further penalty.

Pawns promote only on an *opponent's* back rank, not a partner's, and friendly pawns meeting must capture in order to move further.

The game is drawn if:

(a) Two partners are stalemated;
(b) One partner is stalemated and the other mated;
(c) Inadequate material remains to checkmate both opponents.

The full rules are too long to print here, so I will finish with an illustrative game instead, Game 1 from the 1892 match. Insurance CC seem to prefer Descriptive Notation for Four–Chess, but I think an Algebraic system would work just as well with practice.

	White *CUCC*	Black *London*	Yellow *CUCC*	Red *London*
	W. H. Blythe	Lieut. Col. GH Lloyd–Verney	Mr. Gunston	M. E. Hughes–Hughes
1.	P–K3	P–K3	P–K3	P–K3
2.	Q–Kt4	Q–Kt4	Q–Kt4	Q–K2
3.	Kt–QB3	Kt–KB3	Kt–QB3	Kt–KB3
4.	Kt–B3	Kt–B3	Kt–B3	Kt–B3
5.	P–QKt4	Q–Q7	B–Q3	Q–Q3
6.	Q–K4	P–QKt4	Q–K4	Q–K4
7.	B–Kt2	Q–Q5	R–KKt1	Q–Q3
8.	P–QR4	P–KR3	P–KKt4	Q–Q9
9.	Kt–QKt5	KtxKt	P–QR4	B–B4
10.	PxKt	Q–Kt3	P–KR4	N–QKt5
11.	KtxKt	Q–Q5	P–R5	B–YR2
12.	Kt–K6	Kt–QKt5	PxKt	Q–K9
13.	QxR	K–Q1	KtxB	QxKt
14.	B–Q4	B–Q3	B–B1	Kt–K5
15.	QxB+	K–K2	QxKP+	QxWP+
16.	BPxQ	Resigns		Resigns

1—0—1—0, as they say.

I'm looking for players of all standards to come and try out the game — we're all beginners at it, yet we need a team by next March! Anyone who wants to try making a board should let me know, and I will give them a copy of the rules.

Master–Lee Class II

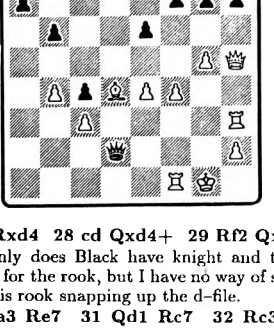
by Dave Lee

These two games are taken from the East Anglian Championship. I was one of many Cambridge players to have a successful tournament. I'm sure our efforts were assisted by those of the controllers in not pairing us against each other.

Once again I find myself recovering from worse positions against players who played surprisingly badly in time trouble.

□ **J.D.Lee**
■ **R.Tozer (209)**
Closed Sicilian

1 e4 c5 2 Nc3 e6 3 f4
Fearless Freddie is on the march.
3...d5 4 Bb5+ Bd7 5 Bxd7+ Qxd7
I have yet to find why White isn't doing fine in this undocumented position.
6 d3 Nc6 7 Nf3 Be7 8 O–O de 9 de Rd8 10 Qe2
I feel it is advantageous for White to keep the queens on.
10...Nd4 11 Qf2 Nxf3+
He avoids the complicated 11...Nf6 12 Ne5 Qc7 and settles for a worse position.
12 Qxf3 Nf6 13 g4!
This is a move which severely cramps Black's position. 13...O–O 14 g5 Ne8 15 Be3 would make it very hard for him to defend against Qh5 △ Rf3–h3. Instead he decides to give the knight the d7 square, enabling it to come back to f8 and defend h7 if necessary.
13...Qc6 14 g5 Nd7 15 Be3 c4 16 Rad1
16 Bxa7 b6 17 a4 Ra8 18 Nb5 could get me into difficulties.
16...b6 17 Ne2 O–O 18 Nd4 Qa4!
I had expected 18...Qb7. Now Black has problems after:
19 b3 Qa3
The only reasonable move. 19...cb 20 ab gives me tactics with Ra1.
20 Qh5
This seems natural with Black's queen away from the action.
20...Bc5 21 Rf3 Rfe8 22 Rh3
This is unnecessary, taking my rook to a much worse square. 22 f5 is very complicated and may force a win, but 22 Nc6 loses to 22...Bxe3+ 23 Rxe3 Qc5.
22...Nf8 23 c3 Qxa2 24 b4 Bxd4 25 Bxd4 Qc2
I felt I had compensation for my pawn. However, Black finds an annoying line which I had missed, being short of time.
26 Re1 Qd2 27 Rf1



27...Rxd4 28 cd Qxd4+ 29 Rf2 Qxe4
Not only does Black have knight and three pawns for the rook, but I have no way of stopping his rook snapping up the d–file.
30 Ra3 Re7 31 Qd1 Rc7 32 Rc3 b5 33 Qc2 Qe1+ 34 Rf1 Qh4
Things are starting to look up.
35 Qe4 Rd7 36 Rc2 Rd5 37 Qe3 a6 38 Qb6 Rd1
An extremely annoying move to face in time trouble. 39 Rxd1 Qg4+ picks up the rook and threatens the loose pawns.
39 Rcf2 Qg4+ 40 Kh1 Rxf1+ 41 Rxf1 Qe2 42 Rf2 Qe1+
At first I thought 42 Rf2 was a terrible move, losing the b–pawn and leaving Black's connected b– and c–pawns unstoppable. However, getting Black's a–pawn creates another open file and immobilises his knight, unless he is prepared to risk weakening his king's fortress. But can his pawns be stopped?
43 Kg2 Qxb4 44 Qxa6 c3 45 Qc6 Qb3
This is the crunch, where I decided the only chance of stopping the pawns is to get my king over immediately.
46 Kf3! b4
If Black plays 46...Qd5+, he may actually win after 47 Qxd5 ed 48 Ke3 b4 49 Kd4 Nd7 50 Rc2 Nb6, when 51 Kc5 can be met

by 51...b3 so Black has time to bring his king in.

47 Ke3 Qa3 48 Qc5

Stopping 48...Qa7+

48...Qc1+ 49 Kd3 Qd1+ 50 Ke3 Qe1+ 51 Re2

51 Kd3 loses to 51...b3.

51...Qc1+ 52 Kd3 Qxf4 53 Kc2 Qf3 54 Rf2 Qe4+ 55 Kb3 Qb1+ 56 Ka4 Qe1

Hoping for 57 Kxb4 c2+

57 Ra2 Qb1 58 Rf2 ½–½

With both flags hanging, we agreed a draw.

(Dave Lee at BUPCA 1991 — Ed)

□ **N.Foster (200)**
■ **J.D.Lee**

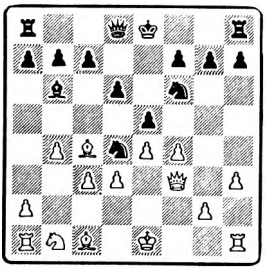
King's Gambit Declined

1 e4 e5 2 Bc4 Nc6 3 f4 Bc5 4 Nf3 d6 5 c3 Bg4 6 h3

6 Qb3 is met by 6...Na5, when White has big problems with ...Bxf3 and ...Qh4+ threatened.

6...Bxf3 7 Qxf3 Nf6 8 b4 Bb6 9 d3 Nd4!?

Black has a good position after 9 d3, with nice ideas like 9...ef 10 Bxf4 Qe7 Δ ...d5. However, I saw 9...Nd4 and thought it was wicked. After 10 Qd1, 10...Nxe4 looked great, but my opinion of the move quickly changed after my opponent's reply.



10 Qg3 Nh5 11 Qg4 Nxf4

I think this is the best line for Black.

12 Bxf4 ef 13 Na3 Ne6

A lucky escape!

14 Bxe6 fe 15 Qxe6+ Qe7 16 Qxe7+ Kxe7 17 Nc4 g5 18 d4 Kf6

White now has a definite advantage, with the knight much better than the bishop. But first he must deal with the threat of 19...Re8.

19 O–O Kg6 20 g3

Thematically, 20 g3 looks correct, but 20 a4 gives Black real problems, 20...c5 being met by 21 bc dc 22 d5.

20...fg 21 e5 Rhf8 22 ed cd

I felt the double pawn sacrifice worthwhile, as it gets my bishop to e3. After all, what's two pawns when you're both in time trouble?

23 Nxd6 Bc7 24 Nxb7 Bf4 25 Nc5 Rae8 26 Rae1 h5

If I'm going to cause any real problems, the pawn on g3 needs to be supported.

27 Ne6

I had overlooked this move, but White's position is still hard to play in time trouble.

27...Rxe6 28 Rxe6+ Kf5 29 Re2 h4 30 Kg2 Rc8 31 Re5+ Kg6 32 Rc5 Re8 33 Rxf4+

White panics under time pressure.

33...gf 34 Kf3 Kh6!

The final nail in White's coffin.

35 b5 Rg8 36 Kg2 f3+ 37 Kg1 f2+ 38 Kg2 Rf8 0–1

Mestellany

by Jonathan Mestel

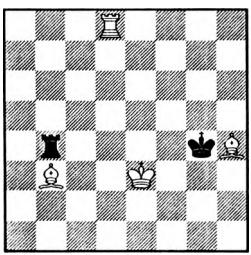
Several times over the last few years I have been cudgelled *(or is it cajoled? N.B. check spelling)* by successive editors to write an article for Cambridge's internationally renowned, universally admired and impeccably produced termly periodical. I refer of course to *Granta*.

But this disarming habit has spread, and now even *Dragon* editors feel they can twist my arm till what passes for blood flows from my pen, or to be more accurate, keyboard. Well, naturally I was touched. Not for very much at first, but gradually the demands grew. I began to feel that if there was sufficient demand perhaps I should do something for next term's *Dragon*. So how to gauge demand?

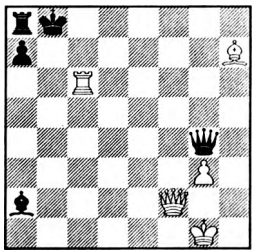
At this time of year, what people really need is a nice relaxing exam to take their minds off other things. If the entire readership of *Dragon* is unable to provide solutions to the following conundra, then clearly it wouldn't be worth my while writing for such a low-brow (albeit beautifully type-set) rag. So here are a few problems for consideration.

(1) Which player, now resident in Cambridge, has lost five games in a row in a UK GM tournament held south of the river Thames?

(2) White to play and win:



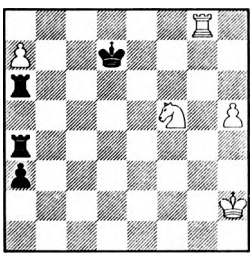
(3) White to mate in one:
(anti-Kibitzer rules)



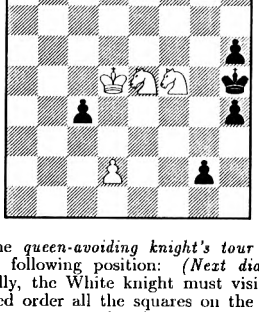
Perhaps I should explain that under anti-Kibitzer rules, also known as "My TEX macros are all screwed up" rules, an ordinary game is played except that every piece is disguised as another. The same disguise is used for all similar pieces, White and Black. Thus the pawns might both be rooks, the kings queens and so on. The position is, of course, legal.

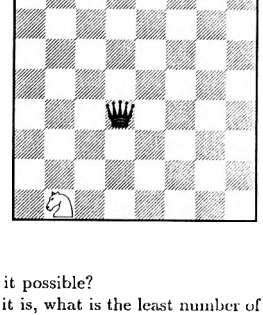
These rules tend to forestall casual irritating comments by passing would-be Kibitzers.

(4) White to play and draw:
(This is the end of a study.)



(5) White to play and draw:
(This one is *really* tough.)





(6) The *queen-avoiding knight's tour* starts in the following position: *(Next diagram)* Basically, the White knight must visit in a specified order all the squares on the board which are not attacked by the Black queen. Thus first it must reach c1, then e1, f1, h1, a2, c2, e2, g2, h2, a3 ...and so on until g8. The knight must never land on an attacked square. Three questions:

a) Is it possible?
b) If it is, what is the least number of moves it can be done in?
c) If it is, how does the length of time taken to perform the task vary with strength of player? Note that having visited a3 *en route* to c1 does not mean that a3 can later be skipped.

White Knights in Fatin

□ **Prabha Rajendra** (164, ex Caius)
■ **Fatin** (214, Egyptian IM based in London)
Barbican Quickplay
Queen's Indian

1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 a3 Bb7 5 Nc3 Be7?!
[5...d5.]
6 d5! O–O 7 e4 d6 8 Nd4!
[Though played by Keres and Larsen, Black's system is weak — c6 is vulnerable and the Bishop does more work on c8. Prabha's move — "A finesse" (PR) — looks an improvement on Jolly Ray Keene's 8 Bd3 vs. Ostojic, Hastings 1967–8 (drawn in 29).]
8...c5 9 Nde2 Re8 10 Ng3 Nbd7
["Until now Fatin had hacked out the moves, but now he sat up and began thinking hard. The Nf3–d4–e2–g3 manœuvre was not typical bunny stuff" — PR.]
11 Be2 Bf8 12 O–O ed 13 cd += Ne5 14 Bg5 h6 15 Be3 a6 16 f4 Ng6 17 a4 Bc8!
[Δ ...Ra7, ...Bd7, ...Qc8.]
18 h3 Ra7 19 Qc2 Bd7 20 Bd3 Qc8 21 Kh2 Qa8?
[Black was in the game until here. 21...h5 Δ 22 f5? Ne5 & ...Ng4+ is, as they say, "to be considered."]
22 Rae1 Bc8 23 Bd2 Rc7 24 Bc4 Kh8
["Now I found a cunning manœuvre" — PR.]
25 Nd1! ±
[Δ Bd2–c3xf6, Nd1–e3 f5 & mate.]
25...Bd7 26 Bc3 b5 27 Bxf6 gf
[27...bc?? 28 Bc3 +–.]
28 Be2 c4
["From now on, I played to win" — PR.]
29 Bg4 Bxg4?! 30 hg +– b4 31 Nf5 Kh7 32 Rf3
["Why do I get the feeling your eyes are lighting up, you're smiling and seeing all the cheapos?"]
32...Qd8 33 Qf2 Bg7? 34 Nxg7 Kxg7 35 Qd4 Rh8 36 Ne3 Ne7 37 Rh3 Ng8? 38 Nf5+ Kf8 39 g5 h5 40 g4 c3 41 Rxh5 Rxh5 42 gh cb 43 Qxb2 Qc8 44 Re2 Rc1 45 Qxb4 1—0

[Notes by Prabha Rajendra & Simon Smith]

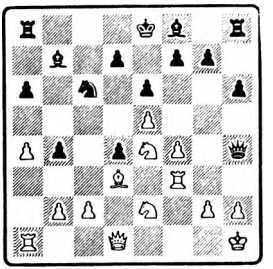
The Concept of Progress acts as a Protective Mechanism to shield us from the Terrors of the Future

by Steve Foister

It does you know. I mean, would you still play chess if you thought you were always going to be as bad as you are now? Whatever,when your game goes into reverse, it's usually pretty bad. My opponent had just played four people with an average grade of 208. A win would have made him East Anglian Champion. He must have been a little annoyed, especially after move 15.

□ **S. Foister**
■ **J. Friedland**
Torre Attack
EACU Congress, Cambridge 1991

1 d4 Nf6 2 Bg5 e6 3 e4 h6 4 Bxf6 Qxf6
I've only just started playing this line. I think it looks good for Black, but my opponents keep doing silly things and letting me win.
5 Nc3 b6 6 Bc4 Bb7 7 Nge2 a6 8 O–O b5
Black tries to play down the queenside, but only after wasting a few moves.
9 Bd3 c5
Threatening to trap the bishop (with ...c4), as well as attacking the d-pawn.
10 e5 Qh4
10...Qg5 threatens mate, but is easily met with 11 Ng3. From h4, the Black queen covers e4 and d4, retaining the threats of ...c4 and ...cd. My position relies upon establishing a piece on e4, so the Black queen must be restricted.
11 f4 cd
The disadvantage of 11 f4: I cannot recapture for fear of the pin with ...Bc5. Instead,
12 Ne4 Nc6
For my pawn, I have greater space and attacking chances down the kingside. But first, an important move on the queenside.
13 a4! b4
This pawn on b4 now blocks Black's pieces, leaving time for my movements on the kingside.
14 Kh1 Be7?
A truly horrendous move. 14...Qd8 is better, and even 14...b3?! would have been more worrying.
15 Rf3 Bf8
(See next Diagram – Ed)
Defeatist, but probably forced. Now, attempts by White to trap the queen with 16 Nf6+ are pure fantasy. Instead, my last two moves have neatly paved the way for a quiet but all-purpose move.



16 Qg1! Rc8 17 a5
I was very pleased with this little move. Apart from further sealing the queenside, it covers b6. The g1–a7 diagonal is critical at this point; Black's 16th move is possibly a worse blunder than his 14th: a better continuation might have been 16...Qd8 17 a5 Qb8!, the idea being if 18 Nxd4 Qa7, and after the pieces come off Black is winning if he can play ...d5. Instead of 18 Nxd4, White would play up the kingside to retain his advantage.
17...Qd8 18 Nxd4 Be7 19 Rg3 O–O
It would be easy to get too ambitious as White, with 19 g4. This would be risky due to the bishop on b7; the given line is White's safest way to win.
20 Nxc6 Bxc6 21 Qe3
Threatening 22 f5 and Qxh6. Swapping off the knights first was necessary to avoid my queen being drawn to d4.
21...Bh4 22 Rh3 f5
A necessary attempt for counterplay.
23 ef Bxf6 24 Qg3
24 Bxa6 is far too poofy but may be best.
24...Bxe4 25 Bxe4 Bxb2
Correct defence by Black. Most of my attacking attempts result in the Black king successfully hiding on e7. I should play 26 Rf1, and Black has some defence. Instead, I spot a nice mate. Actually it doesn't work, but its simplicity evades my opponent's battle-scarred mind.
26 Rxh6?! Bxa1 27 Qg6!
After 27...Rf5, 28 g4!? could be fun; 28 Bxf5 leads only to perpetual check. Instead, the short and sweet
27...Rxf4 28 Rh8+!
Resigns. 28...Kxh8 29 Qh7 mate.

The Official World Championship

by Gary Callan and Ian Gooding

Yes! It's the official Championship of the World's ex-CUCC club secs. This prestigious event took place in Gooding's room sometime last week *(this statement is no longer true - Ed).* Due to the combined difficulties of keeping a correct score-sheet and playing five-minute chess, the following games may be confused and even exceptionally crap in places. To set the tone for the 12-game sesh ('I thought they played 24 games in the World Championship' - reader's voice), Bad Plans had the really good idea of choosing colours by putting pawns into envelopes (à la FIDE), but the envelopes wouldn't close. Anyway, the first six games went 3-3 and were pretty dull.

□ **I.Gooding**
■ **G.Callan** **Cambridge m-7 1991**

Not in BCO Defence

1 e4 d6 2 c4 Nc6 3 d4 Nf6 4 Nc3 Bg4
Don't ask Gooding what he does in parks.
5 Be2 Bxe2 6 Ngxe2 e6
Now before you say 'Why am I playing through this rubbish', think ..."Interesting, exciting games don't have to be full of grandmaster moves, just interesting ones."
7 O-O Qd7 8 e5 Nh5 9 Be3 de 10 de Qxd1 11 Raxd1 Bb4
A good example of a non-good move.
12 g4 Bc5?? 13 Bxc5!! f6 14 gh
And I resigned ten moves later. Gooding forced me to put this one in. The next one is much better.

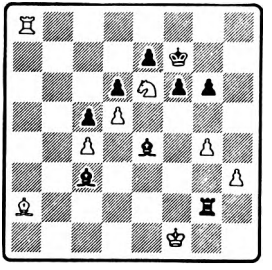
□ **G.Callan (4)**
■ **I.Gooding (5)** **Cambridge m-10 1991**

'King's Indian'

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 Nf3 d6 5 Bg5 O-O
A good move followed by a classical move.
6 Qc1
Plan 4: Callan goes into gear.
6...Nbd7 7 Bh6 e5 8 Bxg7 Kxg7
He finds the right continuation. 'Five minute chess and keeping a score-sheet is trickier than one might think' - I. R. Gooding, 1991.
9 de Nxe5 10 h4
'h' is for 'hacker.'
10...Re8 11 Nd5 Nxf3+ 12 gf
Gets rid of my g-pawn ('g' is for 'Gazza the hacker').
12...Be6 13 h5 Nxd5 14 cd Bf5 15 h6+ Kg8
This was followed by Gooding saying 'Phew! I thought I was going to lose this one'...Hah!
16 Qc3
Plan.
16...f6 17 O-O-O Qe7 18 e4 Bc8 19 Rg1 Qe5
A move neither classical nor good.
20 Qxc7 Re7 21 Qc3 Qf4+
Attacking the king, plan 1 in a five minute situation.
22 Kb1 b6 23 Qc6 Rb8 24 Bd3 Qxf3 25 Bc2 Bb7 26 Qxd6 Rbe8 27 e5 fe 28 Bxg6!! Qf8
Ian wants an i-file *(Maybe he should try playing shogi - Ed).*
29 Bxe8+ Kh8 30 Bh5 Qf5+ 31 Ka1 Rd7 32 Bg4 1-0
Gooding's flag wisely fell.

The next one went my way too, so this set it up nicely.

□ **G.Callan (6)**
■ **I.Gooding (5)**
39 irrelevant moves



40 Rf8#
Nuff said. Bye!

A Knight at a Time

by Philip Best

When asked to write an article for Dragon, I seized the opportunity to relate a game that (hopefully) demonstrates the use of a knight in the endgame. It is taken from the college league, 1990.

□ **P.Best (130, Downing)**
■ **C.Howell (167, Peterhouse)**
Sicilian

1 e4 c5 2 Nf3 g6
Okay, so I was out of my opening theory already!
3 d4 Bg7 4 Be3 Nc6 5 Bc4?
(5 c3 might have crossed my mind - Ed)
5...Qb6
Ummm! I was dropping a pawn after only 5 moves. I decided to keep developing anyway.
6 Nc3
If 6 d5? then 6...Bxb2 anyway.*(But 7 Nbd2 is a big improvement on the game - Ed)*
6...Qb4 7 Nd2 cd 8 Nd5 (Plan) **Qa5 9 Bf4 d6 10 Bg3 Nf6 11 O-O O-O 12 f3**
To free the knight on d2.
12...Nxd5 13 Bxd5 e5 14 a3 Ne7 15 Bb3 Bd7 16 Re1 Rac8 17 Qe2 Qc5
Subtle plan!
18 Qf2 b5 19 Rac1 a5
White's King's Bishop is beginning to look decidedly dodgy.
20 Kh1 a4 21 Ba2 b4 22 ab Qxb4 23 b3 Be6 24 f4
White attempts a counter-thrust on the king-side!
24...Qa3! 25 Bb1 ab 26 Nf3
Obviously if 26 cb then 26...Rxc1.
26...bc 27 Rxc2 Rxc2 28 Bxc2
Black now has a clear two pawn advantage, but has only a couple of minutes left to make the remaining 9 moves to the time control.
28...Rc8 29 Bd1 Bb3?!
This gives back a central pawn.
30 Bxb3 Qxb3 31 fe de 32 Bxe5 Bxe5 33 Nxe5 d3! 34 Qd2?! Qc3 35 Qxc3
Alternatively, 35 Nf3 Qxd2 36 Nxd2, but the queens come off either way.
35...Rxc3 36 Nf3
36 Rd1 loses to 36...d2! followed by 37...Rc1.
36...Nc6
Black reaches the time control with seconds to spare.
37 Kg1 Ne5 38 Rd1
38 Nxe5? d2! wins for Black.
38...Nc4 39 h3 h5 40 Kf2
There is nothing that White can do except sacrifice a pawn, or sit and wait until Black's king walks all the way up the board.
40...Rc2+ 41 Kg3 Rxg2+! 42 Kxg2 Ne3+ 43 Kf2 Nxd1+ 44 Ke1 Nc3 45 e5 Ne4 46 h4 Kf8 47 Kd1 Ke7 48 Nd4! Nc5 49 Kd2 Nd7 50 Nf3 Ke6 51 Ng5+ Kf5
If now 52 Nxf7? then Nxe5 gives Black the opportunity to either pick up White's h-pawn, or to hold his own d-pawn, and this should be an easy win. Therefore:
52 e6!
This forces Black to isolate his pawns. It should still be won for Black, although harder, but again he had run himself low on time - only about 2 minutes for the rest of the game!
52...fe 53 Kxd3 e5?!
I expected 53...Kg4.
54 Ke3 Nf6 55 Kf3 e4+ 56 Kg3 e3 57 Kf3 Nd5 58 Nf7 Kf6 59 Ng5 Ke5 60 Ke2 Kd4?!
60...Kf4 must be stronger.
61 Ne6+ Ke5 62 Nf8 Kf5 63 Nd7?!
63 Kf3 is stronger. *(But 63...Nf4 still wins - Ed)*
63...Kg4 64 Ne5+ Kxh4 65 Nxg6+ Kg5
(Why Black failed to play the simple 65...Kg3 remains a mystery - Ed)
66 Ne5 h4 67 Kf3 Kf5??
(Only now does Black throw away the win. He had to play 67...h3 68 Kg3 (68 Ng4 e2) Nf4 -+ - Ed)
68 Nc4 h3
This had me worried for a few seconds, until - well, can you see it ...?
69 Nxe3! Nxe3 70 Kg3 ½-½

The Case of the Errant Knight

by Mark Thornton

'Put a knight on the rim and your game looks dim' is a chess proverb that is generally attributed to Tarrasch. In the game which follows, Tash's game looks anything but dim for a long time. Between moves 22 and 35, I had to find 'the only move' at practically every turn, and my king looked in severe danger. However, the fact that she was effectively a piece down in the main theatre of operations eventually took its toll.

□ **N.Regan (King's)** College
■ **M.Thornton (Darwin)** League 1991
Bird's Opening

1 f4 d5 2 Nf3 g6 3 g3 Bg7 4 Bg2 Nf6 5 d3 O–O 6 O–O Nc6 7 c3 a5

In the post mortem, I told Tash that I had done this to stop her expanding on the Queenside with 8 b4. She pulled a face, and replied that the whole point of her opening was to smash Black on the Kingside.

8 Qe1 Re8 9 Na3?!

This seems inconsistent with her intentions as previously stated.

9...a4 10 h3 Ra6 11 g4 e5 12 fe Nxe5 13 Qh4 Rb6 14 Rb1 c5 15 Bh6 Nxf3+ 16 Bxf3 Be6? 17 Bg5!

According to Suetin, such unstereotyped play is a sign of talent. It had never entered my head that White's QB would do anything other than take on g7, so presumably Alexei would class me as a bunny. This is why I rejected 16...Bxh6, which would have left me with a comfortable position. The threat of 18 e4 now forces me to weaken some central squares.

17...d4 18 c4 Bd7 19 Rf2 Bc6

This is necessary to prevent Bd5, with excruciating pressure on f7. It also allows my Rooks to use the White squares on my third rank.

20 Bxc6 Rxc6 21 Rbf1 R8e6

At first glance, this looks a wonderful position for White, who has tremendous pressure on f6 and f7. I thought I was in serious trouble, and so did Tash. However, there were two factors which gave me some consolation. The first is that White has long-term weaknesses at e2 and b2, which might enable me to bail out into a tenable ending a pawn down. Secondly, it will take a long time for White to re-route her QN to join the attack. This seems to give me just enough time to organise a defence, e.g. 22 Nc2 Qd6 23 Ne1 Ne8!, when if 24 Rxf7, 24...Rxe2 25 Ng2 Rc7 seems to hold, and 24 Ng2 is answered by 24...f6, with the disruptive ...g5 in the offing. Instead, Tash plays her knight to a square which looks good, but isn't.

22 Nb5? Qb6 23 Bh6 Bxh6 24 Qxh6 Re7

25 g5 was threatened.

25 Qh4 Kg7 26 Rf4 Rce6 27 Qf2 h6

27...Rxe2?? 28 Rxf6! Qxb5 29 Rxf7+ wins.

28 h4?!

With hindsight, this move must be a mistake, but could you resist it?

28...g5 29 hg hg 30 Rf5 Nxg4 31 Rxf7+ Kh6!

Playing for a win! 31...Kg8 allows White to give perpetual check by Rf8-f7+ etc.

32 Qg2 Rxf7 33 Rxf7 Kg6 34 Rxb7 Qa5!

And with one final bound he was free! The greedy 35 Qxg4 allows 35...Qe1+ 36 Kh2(g2) Rxe2+ 37 Kf3(h3) Qf1+ 38 Kg3 Rg2+ 39 Kh3 Qh1#

35 Qf1?

The losing move. 35 Nc3! (finally centralising the knight!) would have kept her in the game, since 35...dc 36 Qxg4 c2 37 Qxc6+ mates, and 35...Ne3 loses to 36 Qh3. I have a strong recollection that, after the game, we decided that 35...Nf6 would have won, but after 36 Nd5, I can't now see anything better than taking perpetual check with ...Qe1-g3-e1+. *(36...Qe1+ 37 Qf1 Qg3+ 38 Qg2 Qxg2+ 39 Kxg2 Nxd5 40 cd Rxe2+ Δ ...Re3 looks well worth a punt - Ed).* I probably wouldn't have found it anyway, as I only had about ten seconds left to reach move 36!

35...Rf6 36 Qd1 Ne3

Compare the position after move 22. Black's previously non-frisky horse is now a tower of strength, whereas White's impressive-looking beast is still sitting uselessly on b5.

37 Qc1 Qa8 0–1

Cambridge University Chess Club Constitution

1. Aims

The aims of Cambridge University Chess Club (hereafter referred to as "CUCC" or "the Club") are to provide competitive and social events for chess players within the University.

2. Membership

Any member of the University, Anglia Polytechnic (formerly CCAT), or Homerton College may be a member of CUCC. Members of Oxford University Chess Club are *ipso facto* members of CUCC. CUCC may also invite other chess players to become honorary members of the Club. All the members of the Club are bound by the constitution and by resolutions carried at General Meetings.

3. Matches v. Oxford

Any member of the Club who is *in statu pupillari* and of not more than four years' residence is eligible to play against Oxford University in the Annual Inter-University or the 'Dragons' match.

4. Management

The day-to-day running of CUCC shall be administered by the President aided by a committee. The committee members and duties shall be:

(a) the President is in overall day-to-day control of the Club. She/He is responsible for the Club equipment, for summoning committee and General Meetings, for selecting teams for all matches and for awarding half-blues.
(b) the Vice-President is responsible for running the college league and knock-out competitions, and shall deputise for the President when she/he is incapacitated.
(c) the Match Secretary shall notify each member of the Club of any match in which she/he is selected to play and shall see that a full team is available.
(d) the Senior Treasurer shall have custody of the Club funds and shall audit the accounts.
(e) the Junior Treasurer shall collect subscriptions and ensure expenditure is within the limits of the budget.
(f) the Social Secretary is responsible for the social side of the Club.
(g) the Tournament Secretary is responsible for organising tournaments held under the auspices of CUCC.
(h) the two Publicity Officers are responsible for editing *Dragon*, producing *King's Indian* and publicising the Club.
(i) the Club Secretary is responsible for organisation of the Club evenings and for representing the case of weaker players in committee.

The committee may co-opt additional members on to it to facilitate the smooth running of the Club. Six shall form a quorum at committee meetings.

5. General Meetings

(a) The supreme decision-making body of CUCC is a General Meeting (GM), which may only be held within Full Term.
(b) There shall be an Annual General Meeting towards the end of the Lent term, in addition to which a GM shall be summoned at the requisition of any ten resident members. The President shall summon GMs.
(c) The President shall ensure that each resident member of the Club receive at least fourteen days' notice of a GM.
(d) At a GM, ten shall form a quorum.
(e) Resolutions are carried by a simple majority, with the Chair having the casting vote, except as specified below. Only those members present are eligible to vote. Members not resident in Cambridge have speaking rights only at GMs.
(f) The (outgoing) President shall take the Chair unless challenged, in which case an election will be held.
(g) Alterations to this constitution must be approved by the Junior Proctor and carried by a two-to-one majority at a GM. Proposed alterations must be notified to all resident members at least fourteen days in advance of the meeting.
(h) Committee members shall be elected at the AGM and, subject to vacancy, at other GMs. The procedure in 5(i) shall be followed for each post. The new committee assumes full responsibility at the start of the following Easter term.
(i) Candidates for committee posts must be nominated and seconded by any two members present at the GM. It is not permissible for any one person to nominate or second more than one candidate for any given post. In the case of a contested election, the candidates shall retire from the room for the course of the election. Candidates shall be elected by show of hands, using Single Transferable Vote.